

AAAAAAA	NNN	NNN	AAAAAAA	LLL	YYY	YYY	ZZZZZZZZZZZZZ
AAAAAAA	NNN	NNN	AAAAAAA	LLL	YYY	YYY	ZZZZZZZZZZZZZ
AAAAAAA	NNN	NNN	AAAAAAA	LLL	YYY	YYY	ZZZZZZZZZZZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNNNNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNNNNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNNNNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAAAA	NNN	NNNNNN	AAAAA	LLL	YYY	YYY	ZZZ
AAAAA	NNN	NNNNNN	AAAAA	LLL	YYY	YYY	ZZZ
AAAAA	NNN	NNNNNN	AAAAA	LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLL	YYY	YYY	ZZZ
AAA	AAA	NNN	NNN AAA	AAA LLLL	YYY	ZZZZZZZZZZZZZ	
AAA	AAA	NNN	NNN AAA	AAA LLLL	YYY	ZZZZZZZZZZZZZ	
AAA	AAA	NNN	NNN AAA	AAA LLLL	YYY	ZZZZZZZZZZZZZ	

\*\*FILE\*\*ID\*\*RMSINTER

B 12

RRRRRRRR	MM	MM	SSSSSSSS		NN	NN	TTTTTTTT	EEEEEEEEE	RRRRRRRR
RRRRRRRR	MM	MM	SSSSSSSS		NN	NN	TTTTTTTT	EEEEEEEEE	RRRRRRRR
RR RR	RR	MMMM	MMMM	SS		NN	TT	EE	RR RR
RR RR	RR	MMMM	MMMM	SS		NN	TT	EE	RR RR
RR RR	RR	MM MM	MM	SS		NNNN	NN	EE	RR RR
RR RR	RR	MM MM	MM	SS		NNNN	NN	EE	RR RR
RRRRRRRR	MM	MM	SSSSSS		NN NN	NN	TT	EEEEEEEEE	RRRRRRRR
RRRRRRRR	MM	MM	SSSSSS		NN NN	NN	TT	EEEEEEEEE	RRRRRRRR
RR RR	RR	MM	MM	SS		NN NNNN	TT	EE	RR RR
RR RR	RR	MM	MM	SS		NN NNNN	TT	EE	RR RR
RR RR	RR	MM	MM	SS		NN NN	TT	EE	RR RR
RR RR	RR	MM	MM	SS		NN NN	TT	EE	RR RR
RR RR	RR	MM	MM	SSSSSSSS		NN NN	TT	EEEEEEEEE	RR RR
RR RR	RR	MM	MM	SSSSSSSS		NN NN	TT	EEEEEEEEE	RR RR
LL			SSSSSSSS						
LL			SSSSSSSS						
LL			SS						
LL			SS						
LL			SS						
LL			SS						
LL			SS						
LL			SS						
LL			SS						
LL			SS						
LLLLLLLL	LLLLLLL		SSSSSSSS						
LLLLLLLL	LLLLLLL		SSSSSSSS						

RM  
VC

```
0001 0 %title 'RMSINTER - Interactive Analysis Mode'
0002 0 module rmsinter {
0003 1           ident='V04-000') = begin
0004 1
0005 1 ****
0006 1 ****
0007 1 *
0008 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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0025 1 *
0026 1 *
0027 1 ****
0028 1 *
0029 1 *
0030 1 ++
0031 1 Facility: VAX/VMS Analyze Facility, Interactive Analysis Mode
0032 1
0033 1 Abstract: This module handles the interactive mode of analysis
0034 1 requested via the /INTERACTIVE qualifier. This mode
0035 1 allows the user to interactively peruse the structure
0036 1 of any RMS file.
0037 1
0038 1
0039 1 Environment:
0040 1
0041 1 Author: Paul C. Anagnostopoulos, Creation Date: 20 May 1981
0042 1
0043 1 Modified By:
0044 1
0045 1     V03-006 DGB0050 Donald G. Blair 08-May-1984
0046 1     Fix condition handling so ANALYZRMS returns the correct
0047 1     error status at image exit. Change condition handler
0048 1     from ANL$CONDITION_HANDLER to ANL$UNWIND_HANDLER.
0049 1
0050 1     V03-005 PCA1012 Paul C. Anagnostopoulos 6-Apr-1983
0051 1     Remove redundant cases from ANL$INTERACTIVE_DOWN, so that
0052 1     common algorithms for moving down from a structure are
0053 1     not repeated.
0054 1
0055 1     V03-004 PCA1011 Paul C. Anagnostopoulos 1-Apr-1983
0056 1     Change the message prefix to ANLRMSS to ensure that
0057 1     message symbols are unique across all ANALYZEs. This
```

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode

D 12  
16-Sep-1984 00:06:39 VAX-11 Bliss-32 V4.0-742  
14-Sep-1984 11:53:01 [ANALYZ.SRC]RMSINTER.B32;1

Page 2  
(1)

58 0058 1 |  
59 0059 1 |  
60 0060 1 |  
61 0061 1 |  
62 0062 1 |  
63 0063 1 |  
64 0064 1 |  
65 0065 1 |  
66 0066 1 |  
67 0067 1 |  
68 0068 1 |  
69 0069 1 |  
70 0070 1 |  
71 0071 1 |  
72 0072 1 |--

is necessitated by the new merged message files.  
V03-003 PCA1007 Paul C. Anagnostopoulos 10 Feb 1983  
Needed to make a small change to the way deleted primary  
data records were detected in prologue 3 files. This  
change was necessitated by recovery unit enhancements.  
V03-002 PCA1001 Paul C. Anagnostopoulos 12-Oct-1982  
Add code to support SIDR records for prologue 3 indexed  
files.  
V03-001 PCA0010 Paul Anagnostopoulos 16-Mar-1982  
Fix the code that goes down into the buckets of a  
relative file. There may not be any.

```
74      0073 1 %sbttl 'Module Declarations'
75      0074 1
76      0075 1 | Libraries and Requires:
77      0076 1
78      0077 1
79      0078 1 library 'lib';
80      0079 1 library 'tpamac';
81      0080 1 require 'rmsreq';
82      0589 1
83      0590 1
84      0591 1 | Table of Contents:
85      0592 1
86      0593 1
87      0594 1 forward routine
88      0595 1     anl$interactive_mode: novalue,
89      0596 1     anl$interactive_driver: novalue,
90      0597 1     anl$interactive_command: novalue,
91      0598 1     anl$interactive_display: novalue,
92      0599 1     anl$interactive_down,
93      0600 1     anl$interactive_dump: novalue,
94      0601 1     anl$interactive_help: novalue;
95      0602 1
96      0603 1
97      0604 1 | External References:
98      0605 1
99      0606 1
100     0607 1 external routine
101     0608 1     anl$area_descriptor,
102     0609 1     anl$bucket,
103     0610 1     anl$2bucket_header,
104     0611 1     anl$3bucket_header,
105     0612 1     anl$format_data_bytes,
106     0613 1     anl$format_file_attributes,
107     0614 1     anl$format_file_header,
108     0615 1     anl$format_hex,
109     0616 1     anl$format_line,
110     0617 1     anl$format_skip,
111     0618 1     anl$idx_prolog,
112     0619 1     anl$unwind_handler,
113     0620 1     anl$2index_record,
114     0621 1     anl$3index_record,
115     0622 1     anl$internalize_number,
116     0623 1     anl$key_descriptor,
117     0624 1     anl$open_next_rms_file,
118     0625 1     anl$prepare_report_file,
119     0626 1     anl$2primary_data_record,
120     0627 1     anl$3primary_data_record,
121     0628 1     anl$3reclaimed_bucket_header,
122     0629 1     anl$rel_cell,
123     0630 1     anl$rel_prolog,
124     0631 1     anl$seq_data_record,
125     0632 1     anl$2sidr_pointer,
126     0633 1     anl$3sidr_pointer,
127     0634 1     anl$2sidr_record,
128     0635 1     anl$3sidr_record,
129     0636 1     cli$get_value: addressing_mode(general),
130     0637 1     lbr$output_help: addressing_mode(general),
```

```
131      0638 1 lib$establish: addressing_mode(general),  
132      0639 1 lib$get_input: addressing_mode(general),  
133      0640 1 lib$put_output: addressing_mode(general),  
134      0641 1 lib$tparse: addressing_mode(general),  
135      0642 1 str$upcase: addressing_mode(general);  
136      0643 1  
137      0644 1 external literal  
138      0645 1     lib$_syntaxerr;  
139      0646 1  
140      0647 1 external  
141      0648 1     anl$gl_fat: ref block[,byte],  
142      0649 1     anl$gw_prolog: word;  
143      0650 1  
144      0651 1 ! Macro Definitions:  
145      0652 1 !  
146      0653 1 ! The following macro is simply a shorthand:  
147      0654 1 !  
148      0655 1 !  
149      0656 1 macro text[] = uplit byte (%ascic %remaining) %;
```

151 0657 1  
152 0658 1 Own Variables:  
153 0659 1  
154 0660 1 The following two tables control the interactive perusal of a file by  
155 0661 1 describing the hierarchical structure of the three RMS file types.  
156 0662 1  
157 0663 1 The first table describes each of the structures in an RMS file.  
158 0664 1 For our purposes, a structure is basically defined as any context in  
159 0665 1 which we are able to discretely display an identifiable piece of a file.  
160 0666 1 Examples are the RMS file attribute area or a indexed file key descriptor.  
161 0667 1 THE INDICES OF ENTRIES IN THIS TABLE ARE USED IN THE BSD AS THE  
162 0668 1 STRUCTURE TYPE INDICATOR.  
163 0669 1  
164 0670 1 There is a vector of four items for each table entry, as follows:  
165 0671 1 0) The number of a routine that can effect the display  
166 0672 1 of this structure (routines reside in ANLSINTERACTIVE\_DISPLAY).  
167 0673 1 1-3) A list of 0-3 indices into the PATH\_TABLE. This list  
168 0674 1 defines the ways in which you can go down from this structure.  
169 0675 1  
170 0676 1 structure matrix[i,j; n] =  
171 0677 1        [n\*4]  
172 0678 1        (matrix+(i\*4+j))<0,8,0>;  
173 0679 1  
174 0680 1 own  
175 0681 1        structure\_table: matrix[35] initial(byte (

0	- unused
1	- File header
2	- RMS attributes
3	- Seq rec
4	= Rel prolog
5	= Rel bkts
6	- Rel cells
7	- Iidx prolog
8	- Iidx area descriptor
9	- Iidx key descriptor
10	- 2Idx primary index bkt
11	- 2Idx secondary index bkt
12	- 2Idx primary data bkt
13	- 2Idx SIDR bkt
14	- 2Idx primary index rec
15	- 2Idx secondary index rec
16	- 2Idx primary data rec
17	- 2Idx actual data bytes
18	- 2Idx SIDR rec
19	- 2Idx SIDR pointer
20	- 3Idx primary index bkt
21	- 3Idx secondary index bkt
22	- 3Idx primary data bkt
23	- 3Idx SIDR bkt
24	- 3Idx primary index rec
25	- 3Idx secondary index rec
26	- 3Idx primary data rec
27	- 3Idx actual data bytes
28	- 3Idx SIDR rec
29	- 3Idx SIDR pointer
30	- Iidx reclaimed bkt

176 0682 1        0,0,0,0,  
177 0683 1        1,1,0,0,  
178 0684 1        2,2,0,0,  
179 0685 1        3,0,0,0,  
180 0686 1        4,3,0,0,  
181 0687 1        5,4,0,0,  
182 0688 1        6,0,0,0,  
183 0689 1        7,5,6,0,  
184 0690 1        8,2,3,0,0,  
185 0691 1        9,7,8,0,  
186 0692 1        10,9,0,0,  
187 0693 1        11,9,0,0,  
188 0694 1        12,11,0,0,  
189 0695 1        13,14,0,0,  
190 0696 1        14,10,0,0,  
191 0697 1        15,10,0,0,  
192 0698 1        16,12,13,0,  
193 0699 1        17,0,0,0,  
194 0700 1        18,15,0,0,  
195 0701 1        19,0,0,0,  
196 0702 1        20,16,0,0,  
197 0703 1        21,16,0,0,  
198 0704 1        22,18,0,0,  
199 0705 1        23,21,0,0,  
200 0706 1        24,17,0,0,  
201 0707 1        25,17,0,0,  
202 0708 1        26,19,20,0,  
203 0709 1        27,0,0,0,  
204 0710 1        28,22,0,0,  
205 0711 1        29,0,0,0,  
206 0712 1        30,0,0,0,  
207 0713 1        ));

```
208      0714 1
209      0715 1
210      0716 1 ! This second table contains an entry for each downward path in the file
211      0717 1 structure. A downward path is a method for descending from a given
212      0718 1 structure in the file down deeper to a new structure in the file.
213      0719 1 An example is the pointer from an index entry to its associated data
214      0720 1 bucket.
215      0721 1
216      0722 1 Each entry in the table contains four items, as follows:
217      0723 1     0) The symbolic name of the path.
218      0724 1     1) A short description of the path.
219      0725 1     2) The number of the routine that can effect the downward
220      0726 1 movement (routines are in ANL$INTERACTIVE_DOWN).
221      0727 1     3) The number of the entry in the STRUCTURE_TABLE that
222      0728 1 describes where you end up when you go down.
223      0729 1     If zero, the value is computed in ANL$INTERACTIVE_DOWN.
224      0730 1
225      0731 1 field path_fields = set
226      0732 1     path_name      = [0,0,32,0],
227      0733 1     path_text       = [4,0,32,0],
228      0734 1     path_routine    = [8,0, 8,0],
229      0735 1     path_result     = [9,0, 8,0]
230      0736 1 tes:
231      0737 1
232      0738 1 own
233      0739 1     path_table: blockvector[25,10,byte] field(path_fields) initial(
234      0740 1     0, 0,                                byte(0,0),          !unused
235      0741 1     text('ATTRIBUTES'), text('RMS file attribute area'),   byte(1,2),          1
236      0742 1     text('BLOCKS'),   text('Depends on file organization'), byte(2,0),          2
237      0743 1     text('BUCKETS'),   text('Data buckets'),           byte(3,5),          3
238      0744 1     text('CELLS'),    text('Record cells'),           byte(4,6),          4
239      0745 1     text('AREAS'),    text('Area descriptors'),        byte(5,8),          5
240      0746 1     text('KEYS'),     text('Key descriptors'),         byte(6,9),          6
241      0747 1     text('INDEX'),    text('Root index bucket'),       byte(7,0),          7
242      0748 1     text('DATA'),     text('Data buckets'),           byte(8,0),          8
243      0749 1     text('RECORDS'),   text('Index records'),         byte(9,0),          9
244      0750 1     text('DEEPER'),    text('Index or data buckets'),   byte(10,0),         10
245      0751 1     text('RECORDS'),   text('Primary data records'),   byte(11,16),        11
246      0752 1     text('BYTES'),    text('Actual data record bytes'), byte(12,17),        12
247      0753 1     text('RRV'),      text('RRV data bucket'),        byte(13,12),        13
248      0754 1     text('SIDRS'),    text('SIDR record'),          byte(14,18),        14
249      0755 1     text('POINTER'),   text('Record pointer'),        byte(15,19),        15
250      0756 1     text('RECORDS'),   text('Index records'),         byte(16,0),         16
251      0757 1     text('DEEPER'),    text('Index or data buckets'),   byte(17,0),         17
252      0758 1     text('RECORDS'),   text('Primary data records'),   byte(11,26),        18
253      0759 1     text('BYTES'),    text('Actual data record bytes'), byte(18,27),        19
254      0760 1     text('RRV'),      text('RRV data bucket'),        byte(19,22),        20
255      0761 1     text('SIDRS'),    text('SIDR record'),          byte(14,28),        21
256      0762 1     text('POINTER'),   text('Record pointer'),        byte(21,29),        22
257      0763 1     text('RECLAIMED'), text('Reclaimed buckets'),   byte(22,30),        23
258      0764 1 );
259      0765 1
260      0766 1 ! The hierarchical perusal of the file will be controlled by three stacks
261      0767 1 of BSDs. FIRST_STACK contains BSDs that describe the first structure
262      0768 1 that we encountered on a given level when we went down to it.
263      0769 1 CURRENT_STACK describes the current structure on a given level.
264      0770 1 NEXT_STACK describes the next structure that we will encounter on a
```

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
Module Declarations

I 12

16-Sep-1984 00:06:39  
14-Sep-1984 11:53:01

VAX-11 Bliss-32 V4.0-742  
[ANALYZ.SRC]RMSINTER.B32;1

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```
265      0771 1 : given level.  
266      0772 1  
267      0773 1 literal  
268      0774 1     stack_size = 32;  
269      0775 1 own  
270      0776 1     top: signed long initial(0),  
271      0777 1     first_stack: blockvector[stack_size,bsd$c_size,byte] field(bsd_fields),  
272      0778 1     current_stack: blockvector[stack_size,bsd$c_size,byte] field(bsd_fields),  
273      0779 1     next_stack: blockvector[stack_size,bsd$c_size,byte] field(bsd_fields),  
274      0780 1     key_level: long;
```

```
: 276      0781 1 %sbttl 'ANL$INTERACTIVE_MODE - Control Interactive Mode Analysis'  
.: 277      0782 1 ++  
.: 278      0783 1 Functional Description:  
.: 279      0784 1 This routine is the controlling routine for /INTERACTIVE mode  
.: 280      0785 1 analysis. We allow the user to analyze the file specified  
.: 281      0786 1 on the command line.  
.: 282      0787 1  
.: 283      0788 1 Formal Parameters:  
.: 284      0789 1     none  
.: 285      0790 1  
.: 286      0791 1 Implicit Inputs:  
.: 287      0792 1     global data  
.: 288      0793 1  
.: 289      0794 1 Implicit Outputs:  
.: 290      0795 1     global data  
.: 291      0796 1  
.: 292      0797 1 Returned Value:  
.: 293      0798 1     none  
.: 294      0799 1  
.: 295      0800 1 Side Effects:  
.: 296      0801 1  
.: 297      0802 1     --  
.: 298      0803 1  
.: 299      0804 1  
.: 300      0805 2 global routine anl$interactive_mode: novalue = begin  
.: 301      0806 2  
.: 302      0807 2 local  
.: 303      0808 2     status;  
.: 304      0809 2  
.: 305      0810 2  
.: 306      0811 2 ! Begin by opening the file to be analyzed. If the user blew it, just quit.  
.: 307      0812 2  
.: 308      0813 2 begin  
.: 309      0814 2 local  
.: 310      0815 3     local_described_buffer(resultant_file_spec,nam$C_maxrss);  
.: 311      0816 3  
.: 312      0817 3 if not anl$open_next_rms_file(resultant_file_spec) then  
.: 313      0818 3     return;  
.: 314      0819 3  
.: 315      0820 3 ! Now we can prepare the report file to receive a transcript of the session.  
.: 316      0821 3  
.: 317      0822 3 anl$prepare_report_file(anlrms$_interhdg,resultant_file_spec);  
.: 318      0823 3 end;  
.: 319      0824 3  
.: 320      0825 3 ! Interactively analyze the file.  
.: 321      0826 3  
.: 322      0827 3 anl$interactive_driver();  
.: 323      0828 3  
.: 324      0829 3 return;  
.: 325      0830 3  
.: 326      0831 1 end;
```

.TITLE RMSINTER RMSINTER - Interactive Analysis Mode  
.IDENT \V04-000\  
.PSECT SPLIT\$,NOWRT,NOEXE,2

RMSINTER  
V04-000RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_MODE - Control Interactive ModeK 12  
16-Sep-1984 00:06:39  
14-Sep-1984 11:53:01VAX-11 Bliss-32 V4.0-742  
[ANALYZ.SRC]RMSINTER.B32;1Page 9  
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69	72	74	74	53	45	54	55	42	49	52	54	54	41	0A	00000	P.AAA:	.ASCII	<10>\ATTRIBUTES\	
				61	20	65	6C	69	66	20	53	4D	52	17	0000B	P.AAB:	.ASCII	<23>\RMS file attribute area\	
6C	69	66	20	6E	6F	61	7A	73	64	6E	65	70	65	44	06	00023	P.AAC:	.ASCII	<6>\BLOCKS\
6E	6F	69	74	61	7A	69	6E	61	67	72	6F	20	65	07	0002A	P.AAD:	.ASCII	<28>\Depends on file organization\	
				53	54	45	48	43	55	42	43	45	43	05	00039	P.AAE:	.ASCII	<7>\BUCKETS\	
73	74	65	6B	63	75	62	20	61	74	61	64	0C	0004F	P.AAF:	.ASCII	<12>\Data buckets\			
73	6C	6C	65	63	20	64	72	6F	63	65	52	0C	0005C	P.AAG:	.ASCII	<5>\CELLS\			
73	6C	6C	65	63	20	64	72	6F	63	65	52	0C	00062	P.AAH:	.ASCII	<12>\Record cells\			
6F	74	70	69	72	63	73	65	64	20	61	65	72	41	10	0006F	P.AAI:	.ASCII	<5>\AREAS\	
													73	72	00075	P.AAJ:	.ASCII	<16>\Area descriptors\	
72	6F	74	70	69	72	63	73	65	64	20	53	59	45	48	04	00086	P.AAK:	.ASCII	<4>\KEYS\
											79	65	48	0F	0008B	P.AAL:	.ASCII	<15>\Key descriptors\	
63	75	62	20	78	65	64	6E	69	58	45	44	4E	49	05	00098	P.AAM:	.ASCII	<5>\INDEX\	
									20	74	6F	6F	52	11	000A1	P.AAN:	.ASCII	<17>\Root index bucket\	
										74	65	68	0B	000B0					
73	74	65	68	63	75	62	20	61	74	61	56	41	44	04	000B3	P.AAO:	.ASCII	<4>\DATA\	
				53	44	52	4F	43	45	52	44	0C	000B8	P.AAP:	.ASCII	<12>\Data buckets\			
73	64	72	6F	63	65	72	20	78	65	64	6E	49	0D	000C5	P.AAQ:	.ASCII	<7>\RECORDS\		
20	61	74	61	64	20	72	6F	20	78	65	64	6E	49	15	000CD	P.AAR:	.ASCII	<13>\Index records\	
									73	74	65	68	75	62	000DB	P.AAS:	.ASCII	<6>\DEEPER\	
										74	65	68	0F	000E2	P.AAT:	.ASCII	<21>\Index or data buckets\		
72	20	61	74	61	64	20	79	72	61	6D	69	72	50	14	000F8	P.AAU:	.ASCII	<7>\RECORDS\	
									73	64	72	6F	63	65	00100	P.AAV:	.ASCII	<20>\Primary data records\	
65	72	20	61	74	61	64	20	6C	61	75	74	63	41	18	0010F	P.AAW:	.ASCII	<5>\BYTES\	
				73	65	74	79	62	20	64	72	6F	63	05	00115	P.AAX:	.ASCII	<24>\Actual data record bytes\	
65	6B	63	75	62	20	61	74	61	64	20	56	52	52	03	0012A	P.AAY:	.ASCII	<3>\RRV\	
											56	52	52	0F	00134	P.AAZ:	.ASCII	<15>\RRV data bucket\	
											74	0B	0F	00138					
											0F	0147							
64	72	6F	63	65	72	20	53	52	44	49	53	05	00148	P.ABA:	.ASCII	<5>\SIDRS\			
				52	45	54	4E	49	49	53	0B	0014E	P.ABB:	.ASCII	<11>\SIDR record\				
72	65	74	6E	69	6F	70	20	64	72	6F	63	65	52	0E	0015A	P.ABC:	.ASCII	<7>\POINTER\	
				53	44	52	4F	43	45	52	44	07	00162	P.ABD:	.ASCII	<14>\Record pointer\			
73	64	72	6F	63	65	72	20	78	65	64	6E	49	0D	00171	P.ABE:	.ASCII	<7>\RECORDS\		
20	61	74	61	64	20	72	6F	20	78	65	64	6E	49	15	00179	P.ABF:	.ASCII	<13>\Index records\	
									73	74	65	68	63	62	00187	P.ABG:	.ASCII	<6>\DEEPER\	
										74	65	68	0F	0018E	P.ABH:	.ASCII	<21>\Index or data buckets\		
72	20	61	74	61	64	20	79	72	61	6D	69	72	50	14	001A4	P.ABI:	.ASCII	<7>\RECORDS\	
									73	64	72	6F	63	65	001AC	P.ABJ:	.ASCII	<20>\Primary data records\	
65	72	20	61	74	61	64	20	6C	61	75	74	63	41	18	001B8	P.ABK:	.ASCII	<5>\BYTES\	
				73	65	74	79	62	20	64	72	6F	63	05	001C1	P.ABL:	.ASCII	<24>\Actual data record bytes\	
65	6B	63	75	62	20	61	74	61	64	20	56	52	52	03	001C7	P.ABM:	.ASCII	<3>\RRV\	
										56	52	52	0F	001D6	P.ABN:	.ASCII	<15>\RRV data bucket\		
64	72	6F	63	65	72	20	53	52	44	49	53	05	001F4	P.ABO:	.ASCII	<5>\SIDRS\			
				52	45	54	4E	49	49	53	0B	001FA	P.ABP:	.ASCII	<11>\SIDR record\				
										54	4F	50	07	00206	P.ABQ:	.ASCII	<7>\POINTER\		

RMSINTER  
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RMSINTER - Interactive Analysis Mode  
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72 65 74 6E 69 6F 70 20 64 72 6F 63 65 52 0E 0020E P.ABR: .ASCII <14>\Record pointer\  
68 63 75 62 20 64 65 6D 69 61 6C 63 65 52 11 0021D P.ABS: .ASCII <9>\RECLAIMED\  
68 63 75 62 20 64 65 6D 69 61 6C 63 65 52 11 00227 P.ABT: .ASCII <17>\Reclaimed buckets\

.PSECT S0WNS,NOEXE,2

00 00 03 00 00 02 02 00 00 01 01 00 00 00 00 000000 STRUCTURE\_TABLE:  
05 07 00 00 06 00 00 04 05 00 00 03 04 00 00 0000F  
0B 00 09 0A 00 08 07 09 00 00 17 08 00 06 00 0001E  
00 00 0A 0E 00 00 0E 00 00 08 0C 00 00 09 00 0002D  
00 0F 12 00 00 11 00 00 0D 0C 10 00 00 0A 0F 00 0003C  
12 16 00 00 10 15 00 00 10 14 00 00 00 13 00 00 0004B  
1A 00 00 11 19 00 00 11 18 00 00 15 17 00 00 00 0005A  
00 00 1D 00 00 16 1C 00 00 00 1B 00 14 13 00 00 00069  
00 00 1D 00 00 16 1C 00 00 00 1B 00 14 13 00 00 00078

.BYTE 0, 0, 0, 0, 1, 1, 0, 0, 2, 2, 0, 0, 3, 0, -  
0, 0, 4, 3, 0, 0, 5, 4, 0, 0, 6, 0, 0, 0, -  
7, 5, 6, 0, 8, 23, 0, 0, 7, 8, 0, 0, 10, -  
9, 0, 0, 11, 6, 0, 0, 12, 11, 0, 0, 0, 13, -  
14, 6, 0, 14, 10, 0, 0, 0, 15, 10, 0, 0, 16, -  
12, 13, 6, 17, 0, 0, 0, 18, 15, 0, 0, 19, -  
0, 0, 6, 20, 16, 0, 0, 21, 16, 0, 0, 22, -  
18, 0, 0, 23, 21, 0, 0, 24, 17, 0, 0, 25, -  
17, 0, 0, 26, 19, 20, 0, 0, 27, 0, 0, 0, 28, -  
22, 0, 0, 29, 0, 0, 30, 0, 0, 0

00000000 00000000 0007C  
00000000 00000000 0008C PATH\_TABLE:  
00 00 00094  
00000000' 00000000' 00096  
02 01 0009E  
00000000' 00000000' 000A0  
00 02 000A8  
00000000' 00000000' 000AA  
05 03 000B2  
00000000' 00000000' 000B4  
06 04 000BC  
00000000' 00000000' 000BE  
08 05 000C6  
00000000' 00000000' 000C8  
09 06 000D0  
00000000' 00000000' 000D2  
00 07 000DA  
00000000' 00000000' 000DC  
00 08 000E4  
00000000' 00000000' 000E6  
00 09 000EE  
00000000' 00000000' 000FO  
00 0A 000F8  
00000000' 00000000' 000FA  
10 0B 00102  
00000000' 00000000' 00104  
11 0C 0010C  
00000000' 00000000' 0010E  
0C 0D 00116  
00000000' 00000000' 00118  
12 0E 00120  
00000000' 00000000' 00122  
13 0F 0012A  
00000000' 00000000' 0012C  
00 10 00134  
00000000' 00000000' 00136  
00 11 0013E  
00000000' 00000000' 00140

.BLKB 16  
.LONG 0, 0  
.BYTE 0, 0  
.ADDRESS P.AAA, P.AAB  
.BYTE 1, 2  
.ADDRESS P.AAC, P.AAD  
.BYTE 2, 0  
.ADDRESS P.AAE, P.AAF  
.BYTE 3, 5  
.ADDRESS P.AAG, P.AAH  
.BYTE 4, 6  
.ADDRESS P.AAI, P.AAJ  
.BYTE 5, 8  
.ADDRESS P.AAK, P.AAL  
.BYTE 6, 9  
.ADDRESS P.AAM, P.AAN  
.BYTE 7, 0  
.ADDRESS P.AAO, P.AAP  
.BYTE 8, 0  
.ADDRESS P.AAQ, P.AAR  
.BYTE 9, 0  
.ADDRESS P.AAS, P.AAT  
.BYTE 10, 0  
.ADDRESS P.AAU, P.AAV  
.BYTE 11, 16  
.ADDRESS P.AAW, P.AAX  
.BYTE 12, 17  
.ADDRESS P.AAY, P.AAZ  
.BYTE 13, 12  
.ADDRESS P.ABA, P.ABB  
.BYTE 14, 18  
.ADDRESS P.ABC, P.ABD  
.BYTE 15, 19  
.ADDRESS P.ABE, P.ABF  
.BYTE 16, 0  
.ADDRESS P.ABG, P.ABH  
.BYTE 17, 0  
.ADDRESS P.ABI, P.ABJ

1A 0B 00148 .BYTE 11, 26  
00000000' 00000000' 0014A .ADDRESS P.ABK, P.ABL  
1B 12 00152 .BYTE 18, 27  
00000000' 00000000' 00154 .ADDRESS P.ABM, P.ABN  
16 13 0015C .BYTE 19, 22  
00000000' 00000000' 0015E .ADDRESS P.ABO, P.ABP  
1C 0E 00166 .BYTE 14, 28  
00000000' 00000000' 00168 .ADDRESS P.ABQ, P.ABR  
1D 15 00170 .BYTE 21, 29  
00000000' 00000000' 00172 .ADDRESS P.ABS, P.ABT  
1E 16 0017A .BYTE 22, 30  
0017C .BLKB 10  
00186 .BLKB 2  
00000000 00188 TOP: .LONG 0  
0018C FIRST\_STACK: .BLKB 768  
0048C CURRENT\_STACK: .BLKB 768  
0078C NEXT\_STACK: .BLKB 768  
00ABC KEY\_LEVEL: .BLKB 4  
  
.EXTRN ANLRMSS\_OK, ANLRMSS\_ALLOC  
.EXTRN ANLRMSS\_ANYTHING  
.EXTRN ANLRMSS\_BACKUP, ANLRMSS\_BKT  
.EXTRN ANLRMSS\_BKTAREA  
.EXTRN ANLRMSS\_BKTCHECK  
.EXTRN ANLRMSS\_BKTFLAGS  
.EXTRN ANLRMSS\_BKTFREE  
.EXTRN ANLRMSS\_BKTKEY, ANLRMSS\_BKTLEVEL  
.EXTRN ANLRMSS\_BKTNEXT  
.EXTRN ANLRMSS\_BKTPTRSIZ  
.EXTRN ANLRMSS\_BKTRECID  
.EXTRN ANLRMSS\_BKTRECID3  
.EXTRN ANLRMSS\_BKTSAMPLE  
.EXTRN ANLRMSS\_BKTVBNFREE  
.EXTRN ANLRMSS\_BUCKETSIZE  
.EXTRN ANLRMSS\_CELL, ANLRMSS\_CELLDATA  
.EXTRN ANLRMSS\_CELLFLAGS  
.EXTRN ANLRMSS\_CHECKHDG  
.EXTRN ANLRMSS\_CONTIG, ANLRMSS\_CREATION  
.EXTRN ANLRMSS\_CTLSIZE  
.EXTRN ANLRMSS\_DATAREC  
.EXTRN ANLRMSS\_DATABKTVBN  
.EXTRN ANLRMSS\_DUMPHEADER  
.EXTRN ANLRMSS\_EOF, ANLRMSS\_ERRORCOUNT  
.EXTRN ANLRMSS\_ERRNONE  
.EXTRN ANLRMSS\_ERRORS, ANLRMSS\_EXPIRATION  
.EXTRN ANLRMSS\_FILEATTR  
.EXTRN ANLRMSS\_FILEHDR  
.EXTRN ANLRMSS\_FILEID, ANLRMSS\_FILEORG  
.EXTRN ANLRMSS\_FILESPEC  
.EXTRN ANLRMSS\_FLAG, ANLRMSS\_GLOBALBUFS  
.EXTRN ANLRMSS\_HEXDATA  
.EXTRN ANLRMSS\_HEXHEADING1  
.EXTRN ANLRMSS\_HEXHEADING2

.EXTRN ANLRMSS\$-IDXAREA  
.EXTRN ANLRMSS\$-IDXAREAALLOC  
.EXTRN ANLRMSS\$-IDXAREABKTSZ  
.EXTRN ANLRMSS\$-IDXAREANEEXT  
.EXTRN ANLRMSS\$-IDXAREANOALLOC  
.EXTRN ANLRMSS\$-IDXAREAQTY  
.EXTRN ANLRMSS\$-IDXAREARECL  
.EXTRN ANLRMSS\$-IDXAREAUSED  
.EXTRN ANLRMSS\$-IDXKEY, ANLRMSS\$\_IDXKEYAREAS  
.EXTRN ANLRMSS\$-IDXKEYBKTSZ  
.EXTRN ANLRMSS\$-IDXKEYBYTES  
.EXTRN ANLRMSS\$-IDXKEY1TYPE  
.EXTRN ANLRMSS\$-IDXKEYDATAVBN  
.EXTRN ANLRMSS\$-IDXKEYFILL  
.EXTRN ANLRMSS\$-IDXKEYFLAGS  
.EXTRN ANLRMSS\$-IDXKEYKEYSZ  
.EXTRN ANLRMSS\$-IDXKEYNAME  
.EXTRN ANLRMSS\$-IDXKEYNEXT  
.EXTRN ANLRMSS\$-IDXKEYMINREC  
.EXTRN ANLRMSS\$-IDXKEYNULL  
.EXTRN ANLRMSS\$-IDXKEYPOSS  
.EXTRN ANLRMSS\$-IDXKEYROOTLVL  
.EXTRN ANLRMSS\$-IDXKEYROOTVBN  
.EXTRN ANLRMSS\$-IDXKEYSEGS  
.EXTRN ANLRMSS\$-IDXKEYSIZES  
.EXTRN ANLRMSS\$-IDXPRIMREC  
.EXTRN ANLRMSS\$-IDXPRIMRECFLAGS  
.EXTRN ANLRMSS\$-IDXPRIMRECID  
.EXTRN ANLRMSS\$-IDXPRIMRECLEN  
.EXTRN ANLRMSS\$-IDXPRIMRECCR  
.EXTRN ANLRMSS\$-IDXPROAREAS  
.EXTRN ANLRMSS\$-IDXPROLOG  
.EXTRN ANLRMSS\$-IDXREC, ANLRMSS\$\_IDXRECPTR  
.EXTRN ANLRMSS\$-IDXSIDR  
.EXTRN ANLRMSS\$-IDXSIDRDUPCNT  
.EXTRN ANLRMSS\$-IDXSIDRFLAGS  
.EXTRN ANLRMSS\$-IDXSIDRRRECID  
.EXTRN ANLRMSS\$-IDXSIDRPTRFLAGS  
.EXTRN ANLRMSS\$-IDXSIDRPTRRREF  
.EXTRN ANLRMSS\$-INTERCOMMAND  
.EXTRN ANLRMSS\$-INTERHDG  
.EXTRN ANLRMSS\$-LONGREC  
.EXTRN ANLRMSS\$-MAXRECSIZE  
.EXTRN ANLRMSS\$-NOBACKUP  
.EXTRN ANLRMSS\$-NOEXPIRATION  
.EXTRN ANLRMSS\$-NOSPANFILLER  
.EXTRN ANLRMSS\$-PERFORM  
.EXTRN ANLRMSS\$-PROLOGFLAGS  
.EXTRN ANLRMSS\$-PROLOGVER  
.EXTRN ANLRMSS\$-PROT, ANLRMSS\$ RECATTR  
.EXTRN ANLRMSS\$-RECFMT, ANLRMSS\$ RECLAIMBKT  
.EXTRN ANLRMSS\$-RELBUCKET  
.EXTRN ANLRMSS\$-RELEOFVBN  
.EXTRN ANLRMSS\$-RELMAXREC  
.EXTRN ANLRMSS\$-RELPROLOG  
.EXTRN ANLRMSS\$-RELIAB, ANLRMSS\$\_REVISION  
.EXTRN ANLRMSS\$-STATHDG

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.EXTRN ANLRMSS\$\_SUMMARYHDG  
.EXTRN ANLRMSS\$\_OWNERUIC  
.EXTRN ANLRMSS\$\_JNL, ANLRMSS\$\_AIJNL  
.EXTRN ANLRMSS\$\_BIJNL, ANLRMSS\$\_ATJNL  
.EXTRN ANLRMSS\$\_ATTOP, ANLRMSS\$\_BADCMD  
.EXTRN ANLRMSS\$\_BADPATH  
.EXTRN ANLRMSS\$\_BADVBN, ANLRMSS\$\_DOWNHELP  
.EXTRN ANLRMSS\$\_DOWNPATH  
.EXTRN ANLRMSS\$\_EMPTYBKT  
.EXTRN ANLRMSS\$\_NODATA, ANLRMSS\$\_NODOWN  
.EXTRN ANLRMSS\$\_NONEXT, ANLRMSS\$\_NORECLAIMED  
.EXTRN ANLRMSS\$\_NORECS, ANLRMSS\$\_NORRV  
.EXTRN ANLRMSS\$\_RESTDONE  
.EXTRN ANLRMSS\$\_STACKFULL  
.EXTRN ANLRMSS\$\_UNINITINDEX  
.EXTRN ANLRMSS\$\_FDLIDENT  
.EXTRN ANLRMSS\$\_FDLSYSTEM  
.EXTRN ANLRMSS\$\_FDLSOURCE  
.EXTRN ANLRMSS\$\_FDLFILE  
.EXTRN ANLRMSS\$\_FDLALLOC  
.EXTRN ANLRMSS\$\_FDLNOALLOC  
.EXTRN ANLRMSS\$\_FDLBESTTRY  
.EXTRN ANLRMSS\$\_FDLBUCKETSIZE  
.EXTRN ANLRMSS\$\_FDLCLUSTERSIZE  
.EXTRN ANLRMSS\$\_FDLCONTIG  
.EXTRN ANLRMSS\$\_FDLEXTRACTION  
.EXTRN ANLRMSS\$\_FDLGLOBALBUFS  
.EXTRN ANLRMSS\$\_FDLMAXRECORD  
.EXTRN ANLRMSS\$\_FDLFILENAME  
.EXTRN ANLRMSS\$\_FDLORG, ANLRMSS\$\_FDLOWNER  
.EXTRN ANLRMSS\$\_FDLPROTECTION  
.EXTRN ANLRMSS\$\_FDLRECORD  
.EXTRN ANLRMSS\$\_FDLSPAN  
.EXTRN ANLRMSS\$\_FDLCC, ANLRMSS\$\_FDLVFCSIZE  
.EXTRN ANLRMSS\$\_FDLFORMAT  
.EXTRN ANLRMSS\$\_FDLFSIZE  
.EXTRN ANLRMSS\$\_FDLAREA  
.EXTRN ANLRMSS\$\_FDLKEY, ANLRMSS\$\_FDLCHANGES  
.EXTRN ANLRMSS\$\_FDLDATAAREA  
.EXTRN ANLRMSS\$\_FDLDATAFILL  
.EXTRN ANLRMSS\$\_FDLDATAKEYCOMPB  
.EXTRN ANLRMSS\$\_FDLDATARECCOMPB  
.EXTRN ANLRMSS\$\_FDLDUPS  
.EXTRN ANLRMSS\$\_FDLINDEXAREA  
.EXTRN ANLRMSS\$\_FDLINDEXCOMPB  
.EXTRN ANLRMSS\$\_FDLINDEXFILL  
.EXTRN ANLRMSS\$\_FDLINDEXAREA  
.EXTRN ANLRMSS\$\_FDLKEYNAME  
.EXTRN ANLRMSS\$\_FDLNORECS  
.EXTRN ANLRMSS\$\_FDLNULLKEY  
.EXTRN ANLRMSS\$\_FDLNULLVALUE  
.EXTRN ANLRMSS\$\_FDLPROLOG  
.EXTRN ANLRMSS\$\_FDLSEGLENGTH  
.EXTRN ANLRMSS\$\_FDLSEGPOS  
.EXTRN ANLRMSS\$\_FDLSEGTYPE  
.EXTRN ANLRMSS\$\_FDLANALAREA  
.EXTRN ANLRMSS\$\_FDLRECL

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.EXTRN ANLRMSS\_FDLANALKEY  
.EXTRN ANLRMSS\_FDLDATAKEYCOMP  
.EXTRN ANLRMSS\_FDLDATARECCOMP  
.EXTRN ANLRMSS\_FDLDATARECS  
.EXTRN ANLRMSS\_FDLDATASPACE  
.EXTRN ANLRMSS\_FDLDEPTH  
.EXTRN ANLRMSS\_FLDUPS PER  
.EXTRN ANLRMSS\_FDLIDXCOMP  
.EXTRN ANLRMSS\_FDLIDXFILL  
.EXTRN ANLRMSS\_FDLIDXSPACE  
.EXTRN ANLRMSS\_FDLIDXLENMEAN  
.EXTRN ANLRMSS\_FDLIDXLENMEAN  
.EXTRN ANLRMSS\_STATAREA  
.EXTRN ANLRMSS\_STATRECL  
.EXTRN ANLRMSS\_STATKEY  
.EXTRN ANLRMSS\_STATDEPTH  
.EXTRN ANLRMSS\_STATIDXLENMEAN  
.EXTRN ANLRMSS\_STATIDXSPACE  
.EXTRN ANLRMSS\_STATIDXFILL  
.EXTRN ANLRMSS\_STATIDXCOMP  
.EXTRN ANLRMSS\_STATDATARECS  
.EXTRN ANLRMSS\_STATDUPS PER  
.EXTRN ANLRMSS\_STATDATALENMEAN  
.EXTRN ANLRMSS\_STATDATASPACE  
.EXTRN ANLRMSS\_STATDATAFILL  
.EXTRN ANLRMSS\_STATDATAKEYCOMP  
.EXTRN ANLRMSS\_STATDATARECCOMP  
.EXTRN ANLRMSS\_STATEFFICIENCY  
.EXTRN ANLRMSS\_BADAREA1ST2  
.EXTRN ANLRMSS\_BADAREABKTSIZE  
.EXTRN ANLRMSS\_BADAREAFIT  
.EXTRN ANLRMSS\_BADAREAID  
.EXTRN ANLRMSS\_BADAREANE XT  
.EXTRN ANLRMSS\_BADAREAROOT  
.EXTRN ANLRMSS\_BADAREAUSED  
.EXTRN ANLRMSS\_BADBKTA REAID  
.EXTRN ANLRMSS\_BADBKTCHECK  
.EXTRN ANLRMSS\_BADBKTFREE  
.EXTRN ANLRMSS\_BADBKTK EYID  
.EXTRN ANLRMSS\_BADBKTL EVEL  
.EXTRN ANLRMSS\_BADBKTR OOTBIT  
.EXTRN ANLRMSS\_BADBKTSAMPLE  
.EXTRN ANLRMSS\_BADCELLFIT  
.EXTRN ANLRMSS\_BADCHECKSUM  
.EXTRN ANLRMSS\_BADDATARECBITS  
.EXTRN ANLRMSS\_BADDATAREC FIT  
.EXTRN ANLRMSS\_BADDATARECPS  
.EXTRN ANLRMSS\_BAD3IDXKEYFIT  
.EXTRN ANLRMSS\_BADIDXLASTKEY  
.EXTRN ANLRMSS\_BADIDXORDER  
.EXTRN ANLRMSS\_BADIDXRECBITS  
.EXTRN ANLRMSS\_BADIDXREC FIT  
.EXTRN ANLRMSS\_BADIDXRECP S  
.EXTRN ANLRMSS\_BADKEYAREAID  
.EXTRN ANLRMSS\_BADKEYDATABKT

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.EXTRN ANL\$RMSS\_BADKEYDATAFIT  
.EXTRN ANL\$RMSS\_BADKEYDATATYPE  
.EXTRN ANL\$RMSS\_BADKEYIDXBK  
.EXTRN ANL\$RMSS\_BADKEYFILL  
.EXTRN ANL\$RMSS\_BADKEYFIT  
.EXTRN ANL\$RMSS\_BADKEYREFID  
.EXTRN ANL\$RMSS\_BADKEYROOTLEVEL  
.EXTRN ANL\$RMSS\_BADKEYSEGCOUNT  
.EXTRN ANL\$RMSS\_BADKEYSEGVEC  
.EXTRN ANL\$RMSS\_BADKEYSUMMARY  
.EXTRN ANL\$RMSS\_BADREADNOPAR  
.EXTRN ANL\$RMSS\_BADREADPAR  
.EXTRN ANL\$RMSS\_BADSIDRDUPCT  
.EXTRN ANL\$RMSS\_BADSIDRPTRFIT  
.EXTRN ANL\$RMSS\_BADSIDRPTRSZ  
.EXTRN ANL\$RMSS\_BADSIDRSIZE  
.EXTRN ANL\$RMSS\_BADSTREAMEOF  
.EXTRN ANL\$RMSS\_BADVBNFREE  
.EXTRN ANL\$RMSS\_BKTLOOP  
.EXTRN ANL\$RMSS\_EXTENDER  
.EXTRN ANL\$RMSS\_FLAGERROR  
.EXTRN ANL\$RMSS\_MISSINGBKT  
.EXTRN ANL\$RMSS\_NOTOK, ANL\$RMSS\_SPANERROR  
.EXTRN ANL\$RMSS\_TOOMANYRECS  
.EXTRN ANL\$RMSS\_UNWIND, ANL\$RMSS\_VFCTOOSHORT  
.EXTRN ANL\$RMSS\_CACHEFULL  
.EXTRN ANL\$RMSS\_CACHEREFAIL  
.EXTRN ANL\$AREA\_DESCRIPTOR  
.EXTRN ANL\$BUCKET\_ANL\$2BUCKET\_HEADER  
.EXTRN ANL\$3BUCKET\_HEADER  
.EXTRN ANL\$FORMAT\_DATA\_BYTES  
.EXTRN ANL\$FORMAT\_FILE\_ATTRIBUTES  
.EXTRN ANL\$FORMAT\_FILE\_HEADER  
.EXTRN ANL\$FORMAT\_HEX\_ANL\$FORMAT\_LINE  
.EXTRN ANL\$FORMAT\_SKIP  
.EXTRN ANL\$IDX\_PROLOG, ANL\$UNWIND\_HANDLER  
.EXTRN ANL\$INDEX\_RECORD  
.EXTRN ANL\$3INDEX\_RECORD  
.EXTRN ANL\$INTERNALIZE\_NUMBER  
.EXTRN ANL\$KEY\_DESCRIPTOR  
.EXTRN ANL\$OPEN\_NEXT\_RMS\_FILE  
.EXTRN ANL\$PREPARE\_REPORT\_FILE  
.EXTRN ANL\$2PRIMARY\_DATA\_RECORD  
.EXTRN ANL\$3PRIMARY\_DATA\_RECORD  
.EXTRN ANL\$3RECLAIMED\_BUCKET\_HEADER  
.EXTRN ANL\$REL\_CELL, ANL\$REL\_PROLOG  
.EXTRN ANL\$SEQ\_DATA\_RECORD  
.EXTRN ANL\$2SIDR\_POINTER  
.EXTRN ANL\$3SIDR\_POINTER  
.EXTRN ANL\$2SIDR\_RECORD  
.EXTRN ANL\$3SIDR\_RECORD  
.EXTRN CLISGET VALUE, LBR\$OUTPUT HELP  
.EXTRN LIB\$ESTABLISH, LIB\$GET INPUT  
.EXTRN LIB\$PUT\_OUTPUT, LIB\$TPARSE  
.EXTRN STR\$UPCASE, LIB\$SYNTAXERR  
.EXTRN ANL\$GL\_FAT, ANL\$GW\_PROLOG

				.PSECT	SCODE\$,NOWRT,2	
			0000 00000	.ENTRY	ANLSINTERACTIVE_MODE. Save nothing	: 0805
		SE 7E	FEFC FF 08	MOVAB	-260(SP), SP	
			CE 9E 00002	MOVZBL	#255, RESULTANT FILE SPEC	: 0815
			8F 9A 00007	MOVAB	RESULTANT_FILE_SPEC+8, -	
			AE 9E 0000B		RESULTANT_FILE_SPEC+4	
				PUSHL	SP	: 0817
	0000G	CF 12	5E DD 00010	CALLS	#1, ANL\$OPEN_NEXT_RMS_FILE	
			01 FB 00012	BLBC	R0, 1\$	: 0822
			50 E9 00017	PUSHL	SP	
			5E DD 0001A	CALLS	#ANLRMSS INTERHDG	: 0827
	0000G	CF	8F DD 0001C	CALLS	#2, ANL\$PREPARE REPORT FILE	
	0000V	CF	02 FB 00022			: 0831
			00 FB 00027	CALLS	#0, ANLSINTERACTIVE_DRIVER	
			04 0002C 18:	RET		

; Routine Size: 45 bytes, Routine Base: SCODE\$ + 0000

```
328 0832 1 %sbttl 'ANL$INTERACTIVE_DRIVER - Drive Interactive Analysis of a File'
329 0833 1 ++
330 0834 1 Functional Description:
331 0835 1 This routine drives the interactive analysis of a single RMS file.
332 0836 1 It accepts commands from the user and displays file information
333 0837 1 accordingly.
334 0838 1
335 0839 1 Formal Parameters:
336 0840 1 none
337 0841 1
338 0842 1 Implicit Inputs:
339 0843 1 global data
340 0844 1
341 0845 1 Implicit Outputs:
342 0846 1 global data
343 0847 1
344 0848 1 Returned Value:
345 0849 1 none
346 0850 1
347 0851 1 Side Effects:
348 0852 1
349 0853 1 !--
350 0854 1
351 0855 1
352 0856 2 global routine anl$interactive_driver: novalue = begin
353 0857 2
354 0858 2
355 0859 2 local
356 0860 2     status: long,
357 0861 2     command_number: long,
358 0862 2     display: byte;
359 0863 2
360 0864 2
361 0865 2 Initialization is not very difficult. We have to set up the zeroth
362 0866 2 entry on the stack as if we just went "down" into the file header of
363 0867 2 the file. This means we need a BSD describing the file header, and
364 0868 2 it must be present on the FIRST and CURRENT stacks.
365 0869 2
366 0870 2 init_bsd(first_stack[.top,0,0,0]);
367 0871 2 first_stack[.top,bsd$type] = 1;
368 0872 2 init_bsd(current_stack[.top,0,0,0]);
369 0873 2 current_stack[.top,bsd$type] = 1;
370 0874 2 init_bsd(next_stack[.top,0,0,0]);
```

```
372      0875 2 | OK, now we can actually begin the analysis. The main loop is traversed
373      0876 2 | once for each user command. We quit when we get an EXIT command or
374      0877 2 | CTRL/Z.
375      0878 2
376      0879 2 display = true;
377      0880 2 loop (
378          0881 2     local
379              0882 2         local_described_buffer(command_arguments,80);
380
381          0883 2
382          0884 2
383          0885 3
384          0886 3
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388          0890 3
389          0891 4
390          0892 4
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```

```
429      0932 5          ! FIRST stack describing the lower structure.
430      0933 5
431      0934 5
432      0935 5
433      0936 6
434      0937 6
435      0938 6
436      0939 6
437      0940 6
438      0941 6
439      0942 6
440      0943 6
441      0944 6
442      0945 6
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484      0987 3
485      0988 3

        ! FIRST stack describing the lower structure.
status = anl$interactive_down(command_arguments,
                               current_stack[top,0,0,0,0],first_stack[top+1,0,0,0,0],top+1);
if .status then (
    ! We could go down. Initialize the CURRENT
    ! and NEXT stacks, and set the CURRENT stack
    ! to the first structure on the new level.
    increment (top);
    init_bsd(current_stack[top,0,0,0,0]);
    copy_bucket(first_stack[top,0,0,0,0],current_stack[top,0,0,0,0]);
    init_bsd(next_stack[top,0,0,0,0]);
) else
    ! Something prevented us from going down.
    display = false;
);;

[4]: ! The DUMP command is easy here, because we just call
! a routine to do it, passing the user's argument.
(anl$interactive_dump(command_arguments);
display = false;);

[5]: ! The EXIT command is real easy. Just return.
return;

[6]: ! The FIRST command is easy. Just copy the FIRST stack
! into the CURRENT stack.
copy_bucket(first_stack[top,0,0,0,0],current_stack[top,0,0,0,0]);

[7]: ! The HELP command is easy here, because we just call a
! routine to do it, passing the user's arguments.
(anl$interactive_help(command_arguments);
display = false;);

[8]: ! The NEXT command is easy. If there is no next structure,
! tell the user. If there is, simply copy the NEXT stack
! into the CURRENT stack.
if .next_stack[top,bsd$1_vbn] eqiu .current_stack[top,bsd$1_vbn] and
    .next_stack[top,bsd$1_offset] eqiu .current_stack[top,bsd$1_offset] then (
    signal (anlrms$_nonext);
    display = false;
) else
    copy_bucket(next_stack[top,0,0,0,0],current_stack[top,0,0,0,0]);
```

```

486 0989 3
487 0990 3
488 0991 3 [9]: | The REST command is a little harder. We sit in a loop,
489 0992 3 | displaying structures and moving on to the next one,
490 0993 3 | until there is no next one.
491 0994 3
492 0995 4 (until .next_stack[.top,bsd$1_vbn] eglu .current_stack[.top,bsd$1_vbn] and
493 0996 5 .next_stack[.top,bsd$1_offset] eglu .current_stack[.top,bsd$1_offset] do (
494 0997 5 copy_bucket(next_stack[.top,0,0,0,0],current_stack[.top,0,0,0,0]);
495 0998 5 anl$format_skip(0);
496 0999 5 anl$interactive_display(next_stack[.top,0,0,0,0],current_stack[.top-1,0,0,0,0]);
497 1000 4 )
498 1001 4 signal (anlrms$_restdone);
499 1002 3 display = false;);

500 1003 3
501 1004 3
502 1005 3 [10]: | The TOP command requires a loop to pop each stack entry
503 1006 3 | down to the original one.
504 1007 3
505 1008 4 while .top gtru 0 do (
506 1009 4 anl$bucket(first_stack[.top,0,0,0,0],-1);
507 1010 4 anl$bucket(current_stack[.top,0,0,0,0],-1);
508 1011 4 anl$bucket(next_stack[.top,0,0,0,0],-1);
509 1012 4 decrement (top);
510 1013 3 )
511 1014 3
512 1015 3
513 1016 3 [11]: | The UP command is easy. Just pop the stacks, unless we
514 1017 3 | already are at the top.
515 1018 3
516 1019 4 if .top eglu 0 then (
517 1020 4 signal (anlrms$_attop);
518 1021 4 display = false;
519 1022 4 ) else (
520 1023 4 anl$bucket(first_stack[.top,0,0,0,0],-1);
521 1024 4 anl$bucket(current_stack[.top,0,0,0,0],-1);
522 1025 4 anl$bucket(next_stack[.top,0,0,0,0],-1);
523 1026 4 decrement (top);
524 1027 3 )
525 1028 3
526 1029 3 tes:
527 1030 3
528 1031 2 );
529 1032 2
530 1033 2 return;
531 1034 2
532 1035 1 end;

```

		OFFC 00000	.ENTRY	ANLSINTERACTIVE_DRIVER. Save R2,R3,R4,R5,-	: 0856
SB	0000G	CF 9E 00002	MOVAB	R6,R7,R8,R9,R10,R11	
SA	0000'	CF 9E 00007	MOVAB	ANL\$BUCKET, R11	
SE	A4	AE 9E 0000C	MOVAB	TOP, R10	
			MOVAB	-92(SP), SP	

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DRIVER - Drive Inter

J 13

16-Sep-1984 00:06:39  
14-Sep-1984 11:53:01

VAX-11 BLISS-32 V4.0-742  
[ANALYZ.SRC]RMSINTER.B32:1

Page 21  
(6)

18	56 00	6A 6E	18 00 04 AA46 04 AA46 01 00	C5 00010 00 2C 00014 0019 PUSHAB FIRST_STACK[R6]	MULL3 MOVCS	#24, TOP, R6 #0, (SP), #0, #24, FIRST_STACK[R6]
18	00	9E 6E	01 00 0304 CA46 0304 CA46 01 00	B0 00020 2C 00023 00028 PUSHAB MOVW	MOVW MOVCS	#1, @SP)+ #0, (SP), #0, #24, CURRENT_STACK[R6]
18	00	9E 6E	00 0604 CA46 01 00	2C 00031 00034 00039 PUSHAB MOVW MOVCS	PUSHAB MOVW MOVCS	CURRENT_STACK[R6] #1, a(SP)+ #0, (SP), #0, #24, NEXT_STACK[R6]
		58 04 AE 08 AE 48	01 50 8F 0C AE 58	90 0003D 9A 00040 9E 00045 E9 0004A 7E D4 0004D 01 FB 0004F 18 C5 00054 9E 00058 9E 0005E 7D 00064 A1 D0 00067 A1 D0 0006C 7E D4 00071 50 DD 00073 02 FB 00075 18 C5 00078 9F 0007C C5 00081 9F 00085 02 FB 0008A 7E D4 0008F 01 FB 00091 03 11 00096 01 90 00098 04 AE 9F 0009B 04 AE 9F 0009E 02 FB 000A1 01 6E CF 000A6 000AA 000BA	18: MOVBL MOVZBL MOVAB BLBC CLRL CALLS MULL3 MOVAB MOVAB MOVQ MOVL MOVL CLRL PUSHL CALLS MULL3 PUSHAB MULL3 PUSHAB CALLS CLRL CALLS BRB MOVBL PUSHAB PUSHAB CALLS CASEL .WORD	#1 DISPLAY #80, COMMAND_ARGUMENTS COMMAND_ARGUMENTS+8, COMMAND_ARGUMENTS+4 DISPLAY, 2\$ -(SP) #1, ANL\$FORMAT_SKIP #24, TOP, R0 CURRENT_STACK[R0], R1 NEXT_STACK[R0], R0 (R1), (R0) 8(R1), 8(R0) 20(R1), 20(R0) -(SP) R0 #2, ANL\$BUCKET #24, TOP, R0 CURRENT_STACK-24[R0] #24, TOP, R0 NEXT_STACK[R0] #2, ANL\$INTERACTIVE_DISPLAY -(SP) #1, ANL\$FORMAT_SKIP 3\$ #1, DISPLAY COMMAND_ARGUMENTS COMMAND_NUMBER #2, ANL\$INTERACTIVE_COMMAND COMMAND_NUMBER, #1, #10 1\$-4\$,- 1\$-4\$,- 5\$-4\$,- 8\$-4\$,- 25\$-4\$,- 9\$-4\$,- 10\$-4\$,- 12\$-4\$,- 16\$-4\$,- 19\$-4\$,- 20\$-4\$ 7\$ TOP, R2 R2, #32 6\$ #ANLRMSS_STACKFULL 21\$ 1(R2)
50	0000G	CF 6A 51 50 60 08 A0 14 A0	01 18 0304 CA40 0604 CA40 61 08 A1 14 A1 7E D4 00071 50 DD 00073 02 FB 00075 18 C5 00078 9F 0007C C5 00081 9F 00085 02 FB 0008A 7E D4 0008F 01 FB 00091 03 11 00096 01 90 00098 04 AE 9F 0009B 04 AE 9F 0009E 02 FB 000A1 01 6E CF 000A6 000AA 000BA	18: MOVBL MOVZBL MOVAB BLBC CLRL CALLS MULL3 MOVAB MOVAB MOVQ MOVL MOVL CLRL PUSHL CALLS MULL3 PUSHAB MULL3 PUSHAB CALLS CLRL CALLS BRB MOVBL PUSHAB PUSHAB CALLS CASEL .WORD	#1 DISPLAY #80, COMMAND_ARGUMENTS COMMAND_ARGUMENTS+8, COMMAND_ARGUMENTS+4 DISPLAY, 2\$ -(SP) #1, ANL\$FORMAT_SKIP #24, TOP, R0 CURRENT_STACK[R0], R1 NEXT_STACK[R0], R0 (R1), (R0) 8(R1), 8(R0) 20(R1), 20(R0) -(SP) R0 #2, ANL\$BUCKET #24, TOP, R0 CURRENT_STACK-24[R0] #24, TOP, R0 NEXT_STACK[R0] #2, ANL\$INTERACTIVE_DISPLAY -(SP) #1, ANL\$FORMAT_SKIP 3\$ #1, DISPLAY COMMAND_ARGUMENTS COMMAND_NUMBER #2, ANL\$INTERACTIVE_COMMAND COMMAND_NUMBER, #1, #10 1\$-4\$,- 1\$-4\$,- 5\$-4\$,- 8\$-4\$,- 25\$-4\$,- 9\$-4\$,- 10\$-4\$,- 12\$-4\$,- 16\$-4\$,- 19\$-4\$,- 20\$-4\$ 7\$ TOP, R2 R2, #32 6\$ #ANLRMSS_STACKFULL 21\$ 1(R2)	
50	6A	02EC CA40	18	C5 00078 9F 0007C	PUSHAB	CURRENT_STACK-24[R0]
50	6A	0604 CA40	18	C5 00081 9F 00085	PUSHAB	NEXT_STACK[R0]
0000V	CF	02	FB 0008A	CALLS	#2, ANL\$INTERACTIVE_DISPLAY	
0000G	CF	7E	D4 0008F	CLRL	-(SP)	
		01	FB 00091	CALLS	#1, ANL\$FORMAT_SKIP	
		03	11 00096	BRB	3\$	
		01	90 00098	MOVBL	#1, DISPLAY	
		04	AE 9F 0009B	PUSHAB	COMMAND_ARGUMENTS	
		04	AE 9F 0009E	PUSHAB	COMMAND_NUMBER	
0000V	CF	02	FB 000A1	CALLS	#2, ANL\$INTERACTIVE_COMMAND	
0A	01	6E	CF 000A6	CASEL	COMMAND_NUMBER, #1, #10	
0018	FF96	FF96	000AA	.WORD	1\$-4\$,-	
00A3	0092	01E1	000B2		1\$-4\$,-	
019A	0166	00FC	000BA		5\$-4\$,-	
					8\$-4\$,-	
					25\$-4\$,-	
					9\$-4\$,-	
					10\$-4\$,-	
					12\$-4\$,-	
					16\$-4\$,-	
					19\$-4\$,-	
					20\$-4\$	
0088 00AE						
		52 20	6E 6A 52 09	11 000C0 D0 000C2 D1 000C5 12 000C8	BRB MOVL CMPL BNEQ	7\$ TOP, R2 R2, #32 6\$
		00000000G	8F 017C 01	DD 000CA 31 000D0 A2 9F 000D3	PUSHL BRW PUSHAB	#ANLRMSS_STACKFULL 21\$ 1(R2)

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DRIVER - Drive Interact

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RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
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		0608	CA40	9F	001AF	PUSHAB	NEXT STACK+4[R0]		
	9E			9E	D1	001B4	CMPL	3(SP)+, 2(SP)+	
				0F	12	001B7	BNEQ	17S	
		030C	CA40	9F	001B9	PUSHAB	CURRENT STACK+8[R0]		
		060C	CA40	9F	001BF	PUSHAB	NEXT STACK+8[R0]		
	9E			9E	D1	001C3	CMPL	2(SP)+, 2(SP)+	
				40	13	001C6	BEQL	18S	
	51	0604	CA40	9E	001C8	17S:	MOVAB	NEXT STACK[R0], R1	
	50	0304	CA40	9E	001CE		MOVAB	CURRENT STACK[R0], R0	
	60			61	7D	001D4	MOVQ	(R1), (R0)	
08	A0	08	A1	DD	001D7	MOVL	8(R1), 8(R0)		
14	A0	14	A1	DD	001DC	MOVL	20(R1), 20(R0)		
				7E	D4	001E1	CLRL	-(SP)	
				50	DD	001E3	PUSHL	R0	
	68			02	FB	001E5	CALLS	#2, ANLSBUCKET	
				7E	D4	001E8	CLRL	-(SP)	
50	0000G	CF		01	FB	001EA	CALLS	#1, ANLSFORMAT_SKIP	
50	6A			18	C5	001EF	MULL3	#24, TOP, R0	
		02EC	CA40	9F	001F3	PUSHAB	CURRENT STACK-24[R0]		
	6A			18	C5	001F8	MULL3	#24, TOP, R0	
0000V	CF			0604	CA40	9F	PUSHAB	NEXT STACK[R0]	
				02	FB	00201	CALLS	#2, ANLSINTERACTIVE_DISPLAY	
				9E	11	00206	BRB	16S	
		00000000G		8F	DD	00208	18S:	PUSHL	#ANLRMSS_RESTDONE
				3F	11	0020E	BRB	21S	
	50			6A	DD	00210	19S:	MOVL	TOP, R0
				8E	13	00213	BEQL	15S	
	7E			01	CE	00215	MNEG L	#1, -(SP)	
	50			18	C4	00218	MULL2	#24, R0	
		04	AA40	9F	0021B	PUSHAB	FIRST STACK[R0]		
	6B			02	FB	0021F	CALLS	#2, ANLSBUCKET	
	7E			01	CE	00222	MNEG L	#1, -(SP)	
	6A			18	C5	00225	MULL3	#24, TOP, R0	
		0304	CA40	9F	00229	PUSHAB	CURRENT STACK[R0]		
	6B			02	FB	0022E	CALLS	#2, ANLSBUCKET	
	7E			01	CE	00231	MNEG L	#1, -(SP)	
	6A			18	C5	00234	MULL3	#24, TOP, R0	
		0604	CA40	9F	00238	PUSHAB	NEXT STACK[R0]		
	6B			02	FB	0023D	CALLS	#2, ANLSBUCKET	
				6A	D7	00240	DECL	TOP	
				CC	11	00242	BRB	19S	
	52			6A	DD	00244	20S:	MOVL	TOP, R2
				11	12	00247	BNEQ	23S	
00000000G	00	00000000G		8F	DD	00249	PUSHL	#ANLRMSS_ATTOP	
				01	FB	0024F	21S:	CALLS	#1, LIBSSIGNAL
				58	94	00256	22S:	CLRB	DISPLAY
				2E	11	00258	BRB	24S	
	7E			01	CE	0025A	23S:	MNEG L	#1, -(SP)
	52			18	C5	0025D	MULL3	#24, R2, R0	
		04	AA40	9F	00261	PUSHAB	FIRST STACK[R0]		
	6B			02	FB	00265	CALLS	#2, ANLSBUCKET	
	7E			01	CE	00268	MNEG L	#1, -(SP)	
	6A			18	C5	0026B	MULL3	#24, TOP, R0	
		0304	CA40	9F	0026F	PUSHAB	CURRENT STACK[R0]		
	6B			02	FB	00274	CALLS	#2, ANLSBUCKET	
	7E			01	CE	00277	MNEG L	#1, -(SP)	
	6A			18	C5	0027A	MULL3	#24, TOP, R0	

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_DRIVER - Drive Interactive Anal

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6B 0604 CA40 9F 0027E PUSHAB NEXT STACK[R0]  
02 FB 00283 CALLS #2, ANLSBUCKET  
6A D7 00286 DECL TOP  
FDB5 31 00288 24\$: BRW 1\$  
04 0028B 25\$: RET

: 1026  
: 1019  
: 1035

: Routine Size: 652 bytes. Routine Base: \$CODE\$ + 002D

```
534 1036 1 Isbttl 'ANL$INTERACTIVE_COMMAND - Get a Command From the User'
535 1037 1 ++
536 1038 1 Functional Description:
537 1039 1 This routine is responsible for obtaining a command from the user,
538 1040 1 parsing it, checking it, and returning information about it.
539 1041 1
540 1042 1 Formal Parameters:
541 1043 1     number      Address of a longword in which to return the command
542 1044 1     arguments   identification number.
543 1045 1     arguments   Address of a descriptor of a buffer in which to
544 1046 1     arguments   return any command arguments.
545 1047 1
546 1048 1 Implicit Inputs:
547 1049 1     global data
548 1050 1
549 1051 1 Implicit Outputs:
550 1052 1     global data
551 1053 1
552 1054 1 Returned Value:
553 1055 1     none
554 1056 1
555 1057 1 Side Effects:
556 1058 1
557 1059 1 !--
558 1060 1
559 1061 1
560 1062 2 global routine anl$interactive_command(number,arguments): novalue = begin
561 1063 2
562 1064 2 bind
563 1065 2     arguments_dsc = .arguments: descriptor;
564 1066 2
565 1067 2 own
566 1068 2     tparsc_block: block[tpa$k_length0,byte] initial(
567 1069 2         tpa$k_count0,
568 1070 2         tpa$m_blanks + tpa$m_abbrev),
569 1071 2     command_number: long;
570 1072 2
571 1073 2 local
572 1074 2     status: long;
```

```
574 1075 2 ! The following data structure is the parsing table used to analyze a
575 1076 2 ! command from the user. The command numbers cannot be changed.
576 1077 2
577 1078 2 Sinit_state(command_state,command_key);
578 1079 2
579 P 1080 2 $state (,
580 P 1081 2     (tpa$_blank),
581 P 1082 2     (tpa$_lambda),
582 1083 2 );
583 1084 2
584 P 1085 2 $state (,
585 P 1086 2     (tpa$ eos,          noargs,,           8,command_number),
586 P 1087 2     ('AGAIN',        noargs,,           1,command_number),
587 P 1088 2 ! Command number 2 is reserved for BUCKET.
588 P 1089 2     ('DOWN',         args,,            3,command_number),
589 P 1090 2     ('DUMP',         args,,            4,command_number),
590 P 1091 2     ('EXIT',          noargs,,           5,command_number),
591 P 1092 2     ('FIRST',         noargs,,           6,command_number),
592 P 1093 2     ('HELP',          args,,            7,command_number),
593 P 1094 2     ('NEXT',          noargs,,           8,command_number),
594 P 1095 2     ('REST',          noargs,,           9,command_number),
595 P 1096 2     ('TOP',           noargs,,          10,command_number),
596 P 1097 2     ('UP',            noargs,,          11,command_number),
597 1098 2 );
598 1099 2
599 P 1100 2 $state (noargs,
600 P 1101 2     (tpa$_blank),
601 P 1102 2     (tpa$_lambda),
602 1103 2 );
603 P 1104 2 $state (,
604 P 1105 2     (tpa$_eos,tpa$_exit),
605 1106 2 );
606 1107 2
607 P 1108 2 $state (args,
608 P 1109 2     (tpa$_blank,tpa$_exit),
609 P 1110 2     (tpa$_lambda,tpa$_exit),
610 1111 2 );
```

```
612 1112 2 ! Sit in a loop until we get a valid command.  
613 1113 2  
614 1114 3 begin  
615 1115 3 local  
616 1116 3     local_described_buffer(command_buffer,80);  
617 1117 3  
618 1118 4 loop (  
619 1119 4  
620 1120 4     ! Get the command string.  
621 1121 4  
622 1122 4     command_buffer[len] = 80;  
623 1123 4     status = lib$get_input(command_buffer,describe('ANALYZE> '),command_buffer);  
624 1124 4  
625 1125 4     ! If we got an end-of-file, then just tell the caller we got an EXIT  
626 1126 4     ! command.  
627 1127 4  
628 1128 5     if .status eqlu rms$_eof then (  
629 1129 5         .number = 5;  
630 1130 5         return;  
631 1131 4 ):  
632 1132 4     check (.status, .status);  
633 1133 4  
634 1134 4     ! Set up for parsing the command. Don't forget to uppercase it.  
635 1135 4  
636 1136 4     tparse_block[tpa$1_stringcnt] = .command_buffer[len];  
637 1137 4     tparse_block[tpa$1_stringptr] = .command_buffer[ptr];  
638 1138 4     str$uppercase(tparse_block[tpa$1_stringcnt],tparse_block[tpa$1_stringcnt]);  
639 1139 4     command_number = 0;  
640 1140 4     status = lib$tparse(tparse_block,command_state,command_key);  
641 1141 4  
642 1142 4     ! If we didn't get a syntax error, then we're all set.  
643 1143 4     ! Otherwise try again.  
644 1144 4  
645 1145 4 exitif (.status eqlu ss$_normal);  
646 1146 4     signal (anlrms$_badcmd);  
647 1147 3 ):  
648 1148 3  
649 1149 3     ! We have a command, so let's echo it into the transcript file, if present.  
650 1150 3     ! The -1 widow control prevents the line from appearing on screen.  
651 1151 3  
652 1152 3     anl$format_line(-1,0,anlrms$_intercommand,command_buffer);  
653 1153 2 end;  
654 1154 2  
655 1155 2     ! OK, return the command number. Also place any command arguments into  
656 1156 2     ! the caller's buffer.  
657 1157 2  
658 1158 2     .number = .command_number;  
659 1159 2     arguments_dsc[len] = tparse_block[tpa$1_stringcnt];  
660 1160 2     ch$move(.tparse_block[tpa$1_stringcnt],.tparse_block[tpa$1_stringptr], .arguments_dsc[ptr]);  
661 1161 2  
662 1162 2     return;  
663 1163 2  
664 1164 1 end;
```

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_COMMAND - Get a Command From th

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00000 ;TPASKEYST0  
U.9: .BLKB 0  
4E 49 41 47 41 00000 ;TPASKEYST  
U.11: .ASCII \AGAIN\  
FF 00005 .BYTE -1  
00006 ;TPASKEYST0  
U.16: .BLKB 0  
4E 57 4F 44 00006 ;TPASKEYST  
U.18: .ASCII \DOWN\  
FF 0000A .BYTE -1  
0000B ;TPASKEYST0  
U.24: .BLKB 0  
50 4D 55 44 0000B ;TPASKEYST  
U.26: .ASCII \DUMP\  
FF 0000F .BYTE -1  
00010 ;TPASKEYST0  
U.31: .BLKB 0  
54 49 58 45 00010 ;TPASKEYST  
U.33: .ASCII \EXIT\  
FF 00014 .BYTE -1  
00015 ;TPASKEYST0  
U.38: .BLKB 0  
54 53 52 49 46 00015 ;TPASKEYST  
U.40: .ASCII \FIRST\  
FF 0001A .BYTE -1  
0001B ;TPASKEYST0  
U.45: .BLKB 0  
50 4C 45 48 0001B ;TPASKEYST  
U.47: .ASCII \HELP\  
FF 0001F .BYTE -1  
00020 ;TPASKEYST0  
U.52: .BLKB 0  
54 58 45 4E 00020 ;TPASKEYST  
U.54: .ASCII \NEXT\  
FF 00024 .BYTE -1  
00025 ;TPASKEYST0  
U.59: .BLKB 0  
54 53 45 52 00025 ;TPASKEYST  
U.61: .ASCII \REST\  
FF 00029 .BYTE -1  
0002A ;TPASKEYST0  
U.66: .BLKB 0  
50 4F 54 0002A ;TPASKEYST  
U.68: .ASCII \TOP\  
FF 0002D .BYTE -1  
0002E ;TPASKEYST0  
U.73: .BLKB 0  
50 55 0002E ;TPASKEYST  
U.75: .ASCII \UP\  
FF 00030 .BYTE -1  
FF 00031 ;TPASKEYFILL  
U.80: .BYTE -1  
  
.PSECT \_LIB\$STATES,NOWRT, SHR, PIC,1  
00000 COMMAND\_STATE::

01F2	00000	:TPASTYPE	BLKB	0	
05F6	00002	:TPASTYPE	U.2: WORD	498	
71F7	00004	:TPASTYPE	U.3: WORD	1526	
00000000*	00006	:TPASADDR	U.4: WORD	29175	
00000008	0000A	:TPASMASK	U.5: LONG	<<COMMAND_NUMBER-U.5>-4>	
0000*	0000E	:TPASTARGET	U.6: LONG	8	
7100	00010	:TPASTYPE	U.8: WORD	<<U.7-U.8>-2>	
00000000*	00012	:TPASADDR	U.12: WORD	28928	
00000001	00016	:TPASMASK	U.13: LONG	<<COMMAND_NUMBER-U.13>-4>	
0000*	0001A	:TPASTARGET	U.14: LONG	1	
7101	0001C	:TPASTYPE	U.15: WORD	<<U.7-U.15>-2>	
00000000*	0001E	:TPASADDR	U.19: WORD	28929	
00000003	00022	:TPASMASK	U.20: LONG	<<COMMAND_NUMBER-U.20>-4>	
0000*	00026	:TPASTARGET	U.21: LONG	3	
7102	00028	:TPASTYPE	U.23: WORD	<<U.22-U.23>-2>	
00000000*	0002A	:TPASADDR	U.27: WORD	28930	
00000004	0002E	:TPASMASK	U.28: LONG	<<COMMAND_NUMBER-U.28>-4>	
0000*	00032	:TPASTARGET	U.29: LONG	4	
7103	00034	:TPASTYPE	U.30: WORD	<<U.22-U.30>-2>	
00000000*	00036	:TPASADDR	U.34: WORD	28931	
00000005	0003A	:TPASMASK	U.35: LONG	<<COMMAND_NUMBER-U.35>-4>	
0000*	0003E	:TPASTARGET	U.36: LONG	5	
7104	00040	:TPASTYPE	U.37: WORD	<<U.7-U.37>-2>	
00000000*	00042	:TPASADDR	U.41: WORD	28932	
00000006	00046	:TPASMASK	U.42: LONG	<<COMMAND_NUMBER-U.42>-4>	
0000*	0004A	:TPASTARGET	U.43: LONG	6	
7105	0004C	:TPASTYPE	U.44: WORD	<<U.7-U.44>-2>	
00000000*	0004E	:TPASADDR	U.48: WORD	28933	
			U.49: LONG	<<COMMAND_NUMBER-U.49>-4>	

00000007	00052	:TPASMASK		
0000*	00056	:TPASTARGET	U.50: .LONG	7
7106	00058	:TPASTYPE	U.51: .WORD	<<U.22-U.51>-2>
00000000*	0005A	:TPASADDR	U.55: .WORD	28934
00000008	0005E	:TPASMASK	U.56: .LONG	<<COMMAND_NUMBER-U.56>-4>
0000*	00062	:TPASTARGET	U.57: .LONG	8
7107	00064	:TPASTYPE	U.58: .WORD	<<U.7-U.58>-2>
00000000*	00066	:TPASADDR	U.62: .WORD	28935
00000009	0006A	:TPASMASK	U.63: .LONG	<<COMMAND_NUMBER-U.63>-4>
0000*	0006E	:TPASTARGET	U.64: .LONG	9
7108	00070	:TPASTYPE	U.65: .WORD	<<U.7-U.65>-2>
00000000*	00072	:TPASADDR	U.69: .WORD	28936
0000000A	00076	:TPASMASK	U.70: .LONG	<<COMMAND_NUMBER-U.70>-4>
0000*	0007A	:TPASTARGET	U.71: .LONG	10
7509	0007C	:TPASTYPE	U.72: .WORD	<<U.7-U.72>-2>
00000000*	0007E	:TPASADDR	U.76: .WORD	29961
0000000B	00082	:TPASMASK	U.77: .LONG	<<COMMAND_NUMBER-U.77>-4>
0000*	00086	:TPASTARGET	U.78: .LONG	11
00088		:NOARGS	U.79: .WORD	<<U.7-U.79>-2>
01F2	00088	:TPASTYPE	U.7: .BLKB	0
05F6	0008A	:TPASTYPE	U.81: .WORD	498
15F7	0008C	:TPASTYPE	U.82: .WORD	1526
FFFF	0008E	:TPASTARGET	U.83: .WORD	5623
00090		:ARGS	U.84: .WORD	-1
11F2	00090	:TPASTYPE	U.22: .BLKB	0
FFFF	00092	:TPASTARGET	U.85: .WORD	4594
15F6	00094	:TPASTYPE	U.86: .WORD	-1
FFFF	00096	:TPASTARGET	U.87: .WORD	5622
			U.88: .WORD	-1

.PSECT \_LIBSKEYOS,NOWRT, SHR, PIC,1

00000 COMMAND_KEY::			
00000 :TPASKEY	.BLKB	0	
00000 :TPASKEY	U.1:	.BLKB	0
0000* 00000 :TPASKEY	U.10:	.WORD	<U.9-U.1>
0000* 00002 :TPASKEY	U.17:	.WORD	<U.16-U.1>
0000* 00004 :TPASKEY	U.25:	.WORD	<U.24-U.1>
0000* 00006 :TPASKEY	U.32:	.WORD	<U.31-U.1>
0000* 00008 :TPASKEY	U.39:	.WORD	<U.38-U.1>
0000* 0000A :TPASKEY	U.46:	.WORD	<U.45-U.1>
0000* 0000C :TPASKEY	U.53:	.WORD	<U.52-U.1>
0000* 0000E :TPASKEY	U.60:	.WORD	<U.59-U.1>
0000* 00010 :TPASKEY	U.67:	.WORD	<U.66-U.1>
0000* 00012 :TPASKEY	U.74:	.WORD	<U.73-U.1>

.PSECT SPLITS,NOWRT,NOEXE,2

20 3E 45 5A 59 4C 41 4E 41 00239 P.ABV:	.ASCII	\ANALYZE> \
00242	.BLKB	2
00000009 00244 P.ABU:	.LONG	9
00000000* 00248	.ADDRESS	P.ABV

.PSECT \$0WNS,NOEXE,2

00000003 00000008 00A90 TPARSE_BLOCK:	.LONG	8 3
00A98	.BLKB	28
00AB4 COMMAND_NUMBER:	.BLKB	4

.PSECT SCODES,NOWRT,2

00FC 00000	.ENTRY	ANL\$INTERACTIVE_COMMAND, Save R2,R3,R4,R5,-
57 00000000G	MOVAB	R6,R7
56 0000' CF 9E 00002	MOVAB	LIB\$SIGNAL, R7
5E AC AE 9E 00009	MOVAB	TPARSE_BLOCK+8, R6
52 08 AC D0 00012	MOVAB	-84(SPT) SP
7E 50 8F 9A 00016	MOVL	ARGUMENTS, R2
04 AE 08 AE 9E 0001A	MOVZBL	#80, COMMAND_BUFFER
6E 50 8F 9B 0001F	MOVAB	COMMAND_BUFFER+8, COMMAND_BUFFER+4
18: 5E DD 00023	MOVZBW	#80, COMMAND_BUFFER
0000' CF 9F 00025	PUSHL	SP
	PUSHAB	P.ABU

1062

1065

1116

1122

1123

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_COMMAND - Get a Command

H 14  
16-Sep-1984 00:06:39  
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00000000G	00	08	AE	9F	00029	PUSHAB	COMMAND BUFFER				
	53		03	FB	0002C	CALLS	#3, LIB\$GET_INPUT				
0001827A	8F		50	D0	00033	MOVL	R0, STATUS				1128
			53	D1	00036	CMPL	STATUS, #98938				
			05	12	0003D	BNEQ	2\$				
04	BC		05	D0	0003F	MOVL	#5, @NUMBER				1129
			04	04	00043	RET					
	05		53	E8	00044	28:	BLBS	STATUS, 3\$			1128
			53	DD	00047	PUSHL	STATUS				1132
	67		01	FB	00049	CALLS	#1, LIB\$SIGNAL				
	66		6E	3C	0004C	38:	MOVZWL	COMMAND_BUFFER, TPARSE_BLOCK+8			1136
04	A6	04	AE	D0	0004F	MOVL	COMMAND_BUFFER+4, TPARSE_BLOCK+12				1137
			56	DD	00054	PUSHL	R6				1138
			56	DD	00056	PUSHL	R6				
00000000G	00		02	FB	00058	CALLS	#2, STR\$UPCASE				
		1C	A6	D4	0005F	CLRL	COMMAND_NUMBER				1139
	0000		CF	9F	00062	PUSHAB	COMMAND_KEY				1140
	0000		CF	9F	00066	PUSHAB	COMMAND_STATE				
	F8		A6	9F	0006A	PUSHAB	TPARSE_BLOCK				
00000000G	00		03	FB	0006D	CALLS	#3, LIB\$TPARSE				
	53		50	D0	00074	MOVL	R0, STATUS				
	01		53	D1	00077	CMPL	STATUS, #1				1145
			0B	13	0007A	BEQL	4\$				
	67	00000000G	8F	DD	0007C	PUSHL	#ANLRMSS_BADCMD				1146
			01	FB	00082	CALLS	#1, LIB\$SIGNAL				
			98	11	00085	BRB	1\$				1146
			5E	DD	00087	48:	PUSHL	SP			1152
		00000000G	8F	DD	00089	PUSHL	#ANLRMSS_INTERCOMMAND				
			7E	D4	0008F	CLRL	-(SP)				
	0000G	CF	01	CE	00091	MNEG	#1, -(SP)				
	04	BC	04	FB	00094	CALLS	#4, ANL\$FORMAT_LINE				1158
	62		A6	D0	00099	MOVL	COMMAND_NUMBER, @NUMBER				1159
04	B2	04	66	B0	0009E	MOVW	TPARSE_BLOCK+8, (R2)				1160
		B6	66	28	000A1	MOVCS	TPARSE_BLOCK+8, @TPARSE_BLOCK+12, 34(R2)				1164
			04	04	000A7	RET					

: Routine Size: 168 bytes, Routine Base: SCODES + 02B9

```
666 1165 1 %sbttl 'ANL$INTERACTIVE_DISPLAY - Display a File Structure'  
667 1166 1 ++  
668 1167 1 Functional Description:  
669 1168 1 This routine is responsible for displaying the various structures  
670 1169 1 that exist in an RMS file. It is also responsible for determining  
671 1170 1 the location of the structure following the one it displays.  
672 1171 1  
673 1172 1 Formal Parameters:  
674 1173 1     structure_bsd    Address of BSD describing the structure to display.  
675 1174 1     parent_bsd      It is updated to describe the following structure.  
676 1175 1     parent_bsd      Address of BSD describing the parent of the structure.  
677 1176 1  
678 1177 1 Implicit Inputs:  
679 1178 1     global data  
680 1179 1  
681 1180 1 Implicit Outputs:  
682 1181 1     global data  
683 1182 1  
684 1183 1 Returned Value:  
685 1184 1     none  
686 1185 1  
687 1186 1 Side Effects:  
688 1187 1  
689 1188 1 !--  
690 1189 1  
691 1190 1  
692 1191 2 global routine anl$interactive_display(structure_bsd,parent_bsd): novalue = begin  
693 1192 2  
694 1193 2 bind  
695 1194 2     s = .structure_bsd: bsd.  
696 1195 2     p = .parent_bsd: bsd;  
697 1196 2  
698 1197 2 local  
699 1198 2     sp: ref block[,byte],  
700 1199 2     i: long;  
701 1200 2  
702 1201 2  
703 1202 2 ! Set up the condition handler for drastic structure errors.  
704 1203 2  
705 1204 2 lib$establish(anl$unwind_handler);  
706 1205 2  
707 1206 2 ! Set up a pointer to the structure to be displayed.  
708 1207 2  
709 1208 2     sp = .s[bsd$l_bufptr] + .s[bsd$l_offset];  
710 1209 2  
711 1210 2 ! Because it requires a different routine to display each of the structures,  
712 1211 2 this process is table-driven. The structure type code in the BSD is  
713 1212 2 an index into the STRUCTURE TABLE, which contains a routine number for  
714 1213 2 displaying the structure. We simply case on that number.  
715 1214 2  
716 1215 2 case .structure_table[.s[bsd$w_type],0] from 1 to 30 of set  
717 1216 2  
718 1217 2 [1]: ! Routine number 1 is for displaying the file header. No updating  
719 1218 2           ! of the BSD is necessary, since there is no "next" structure.  
720 1219 2  
721 1220 2     anl$format_file_header();  
722 1221 2
```

```
723 1222 2
724 1223 2 [2]: ! Routine number 2 is for displaying the RMS file attributes.
725 1224 2 ! No updating of the BSD is necessary.
726 1225 2
727 1226 2     anl$format_file_attributes();
728 1227 2
729 1228 2
730 1229 2 [3]: ! Routine number 3 is for displaying a record from a sequential
731 1230 2 ! file. The following routine will do so and update the BSD.
732 1231 2
733 1232 2     anl$seq_data_record(s,true,1);
734 1233 2
735 1234 2
736 1235 2 [4]: ! Routine number 4 is for displaying the prolog of a relative file.
737 1236 2 ! The following routine will do it.
738 1237 2
739 1238 2     anl$rel_prolog(s,true,0);
740 1239 2
741 1240 2
742 1241 2 [5]: ! Routine number 5 is for displaying the buckets of a relative file.
743 1242 2 ! This consists of nothing more than a heading.
744 1243 2
745 1244 2     (local
746 1245 2         pp: ref block[,byte];
747 1246 2
748 1247 2     anl$format_line(3,0,anlrms$_relbucket,,s[bsd$1_vbn]);
749 1248 2
750 1249 2
751 1250 2     ! Now we move on to the next bucket if there is one. We can tell
752 1251 2     ! by looking at the end-of-file VBN in the prolog.
753 1252 2
754 1253 3     pp = .p[bsd$1_bufptr] + .p[bsd$1_offset];
755 1254 4     if .s[bsd$1_vbn]+2*.s[bsd$w_size] lequ .pp[plg$1_eof] then (
756 1255 4         s[bsd$1_vbn] = .s[bsd$1_vbn] + .s[bsd$w_size];
757 1256 4         s[bsd$1_offset] = 0;
758 1257 2         anl$bucket(s,0);
759 1258 2
760 1259 2
761 1260 2 [6]: ! Routine number 6 is for displaying the cells of a relative file.
762 1261 2 ! The following routine will do the work and update the BSD.
763 1262 2
764 1263 2     anl$rel_cell(s,true,1);
765 1264 2
766 1265 2
767 1266 2 [7]: ! Routine number 7 is for displaying the prolog of an indexed file.
768 1267 2 ! The following routine will do it.
769 1268 2
770 1269 2     anl$idx_prolog(s,true,0);
771 1270 2
772 1271 2
773 1272 2 [8]: ! Routine number 8 is for displaying an area descriptor in an indexed
774 1273 2 ! file. The following routine will do it and update the BSD.
775 1274 2
776 1275 2     anl$area_descriptor(s,,sp[area$b_areaid],true,0);
777 1276 2
778 1277 2
779 1278 2 [9]: ! Routine number 9 is for displaying a key descriptor in an indexed
```

```
780      1279  2      ! file. The following routine will do it and update the BSD.  
781      1280  2  
782      1281  2      anl$key_descriptor(s,.sp[key$b_keyref],0,true,0);  
783      1282  2  
784      1283  2  
785      1284  2      [10.  
786      1285  2      11.  
787      1286  2      12.  
788      1287  2      13]: ! Routine numbers 10 thru 13 are for displaying the bucket  
789      1288  2      headers for primary index, secondary index, primary data, and  
790      1289  2      secondary data buckets, respectively. The following routine  
791      1290  2      will do it and update the BSD. This is for prolog 2.  
792      1291  2  
793      1292  2      anl$2bucket_header(s,.sp[bkt$b_areano],.sp[bkt$b_level],true,0);  
794      1293  2  
795      1294  2  
796      1295  2      [14.  
797      1296  2      15]: ! Routine numbers 14 and 15 are for displaying the index records in  
798      1297  2      primary and secondary indexes, respectively. The following  
799      1298  2      routine will do it and update the BSD. The routine needs the key  
800      1299  2      descriptor. This is for prolog 2.  
801      1300  2  
802      1301  2      anl$2index_record(s,current_stack[key_level,0,0,0,0],true,1);  
803      1302  2  
804      1303  2  
805      1304  2      [16]: ! Routine number 16 is for displaying the primary data records in a  
806      1305  2      primary data bucket. The following routine will do it and update  
807      1306  2      the BSD. This is for prolog 2.  
808      1307  2  
809      1308  2      anl$2primary_data_record(s,current_stack[key_level,0,0,0,0],true,1);  
810      1309  2  
811      1310  2  
812      1311  2      [17]: ! Routine number 17 is for displaying the actual data record bytes  
813      1312  2      in a primary data record. The BSD points at the data record,  
814      1313  2      which we will format in hex. This is for prolog 2.  
815      1314  2  
816      1315  3      (local  
817          rec_dsc: descriptor;  
818  
819          selectoneu .anl$gl_fat[fat$c_rtype] of set  
820          [fat$c_fixed]:           build_descriptor(rec_dsc,.anl$gl_fat[fat$c_maxrec],.sp);  
821          [fat$c_variable,  
822              fat$c_vfc]:           build_descriptor(rec_dsc,2+.sp[0,0,16,0],.sp);  
823          tes:  
824              anl$format_hex(1,rec_dsc));  
825  
826          1325  2  
827          1326  2  
828          1327  2      [18]: ! Routine number 18 is for displaying a SIDR record fixed portion.  
829          1328  2      ! The following routine will do it, and update the BSD.  
830          1329  2      ! It needs the key descriptor for this index. This is for prolog 2.  
831          1330  2  
832          1331  2      anl$2sidr_record(s,current_stack[key_level,0,0,0,0],true,1);  
833          1332  2  
834          1333  2  
835          1334  2      [19]: ! Routine number 19 is for displaying a SIDR pointer. The following  
836          1335  2      routine will do it and update the BSD. This is for prolog 2.
```

```
837 1336 2
838 1337 2
839 1338 2
840 1339 2
841 1340 2 [20.
842 1341 2 21.
843 1342 2 22.
844 1343 2 23]: ! Routines number 20 through 23 are for displaying primary and
845 1344 2 secondary index buckets, and primary and secondary data buckets.
846 1345 2 The following routine will do it and update the BSD. This is
847 1346 2 for prolog 3.
848 1347 2
849 1348 2
850 1349 2
851 1350 2
852 1351 3
853 1352 2
854 1353 2
855 1354 2
856 1355 2 [24
857 1356 2 25]: ! Routines number 24 and 25 are for displaying the index records
858 1357 2 in primary and secondary indexes, respectively. The following
859 1358 2 routine will do it and update the BSD. It needs the key
860 1359 2 descriptor. This is for prolog 3.
861 1360 2
862 1361 2
863 1362 2
864 1363 2
865 1364 2 [26]: ! Routine number 26 is for displaying the primary data records in a
866 1365 2 primary data bucket. The following routine will do it and update
867 1366 2 ! the BSD. It needs the key descriptor. This is for prolog 3.
868 1367 2
869 1368 2
870 1369 2
871 1370 2
872 1371 2 [27]: ! Routine number 27 is for displaying the actual data record bytes
873 1372 2 in a primary data record. We call a routine to do it. This is
874 1373 2 for prolog 3.
875 1374 2
876 1375 2
877 1376 2
878 1377 2
879 1378 2 [28]: ! Routine number 28 is for displaying a SIDR record fixed portion
880 1379 2 for prolog 3. The following routine will do it, and update the BSD.
881 1380 2 ! It needs the key descriptor for this index.
882 1381 2
883 1382 2
884 1383 2
885 1384 2
886 1385 2 [29]: ! Routine number 29 is for displaying a SIDR pointer for prologue 3.
887 1386 2 ! The following routine will do it and update the BSD.
888 1387 2
889 1388 2
890 1389 2
891 1390 2
892 1391 2 [30]: ! Routine number 30 is for displaying the header of a reclaimed
893 1392 2 ! bucket on the available chain off an area descriptor. This
```

RMSINTER  
V04-000RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DISPLAY - Display a File Struct

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```

894 1393 2      ! routine works for all prologs.
895 1394 2
896 1395 2      anls3reclaimed_bucket_header(s,true,0);
897 1396 2      tes;
898 1397 2
899 1398 2      return;
900 1399 2
901 1400 1      end;

```

					.ENTRY	ANLSINTERACTIVE_DISPLAY, Save R2,R3,R4,R5	: 1191
					MOVAB	KEY_LEVEL, RS	
					SUBL2	#8,-SP	
					MOVL	STRUCTURE BSD, R2	: 1194
					MOVL	PARENT BSD, R4	: 1195
					PUSHAB	ANLSUNWIND HANDLER	: 1204
					CALLS	#1, LIB\$ESTABLISH	
					ADDI3	8(R2), 12(R2), SP	: 1208
					MOVZWL	(R2), R0	: 1215
					PUSHAL	STRUCTURE TABLE[R0]	
					CASEB	@(SP)+, #T, #29	
					.WORD	2\$-1\$,-	
0054	0048	0042	003C	0002F	1\$:	3\$-1\$,-	
00AE	00A3	0097	005F	00037		4\$-1\$,-	
00CE	00CE	00CE	00BD	0003F		5\$-1\$,-	
00F6	00E1	00E1	00CE	00047		6\$-1\$,-	
015F	0153	013E	010B	0004F		8\$-1\$,-	
0188	015F	015F	015F	00057		9\$-1\$,-	
01C5	01B2	019D	0188	0005F		10\$-1\$,-	
		01E6	01DA	00067		11\$-1\$,-	
						12\$-1\$,-	
						12\$-1\$,-	
						12\$-1\$,-	
						12\$-1\$,-	
						13\$-1\$,-	
						13\$-1\$,-	
						14\$-1\$,-	
						15\$-1\$,-	
						19\$-1\$,-	
						20\$-1\$,-	
						21\$-1\$,-	
						21\$-1\$,-	
						21\$-1\$,-	
						22\$-1\$,-	
						22\$-1\$,-	
						23\$-1\$,-	
						24\$-1\$,-	
						25\$-1\$,-	
						26\$-1\$,-	
						27\$-1\$,-	
		0000G CF	00 FB 0006B 2\$:		CALLS	#0, ANLSFORMAT_FILE_HEADER	: 1220
		0000G CF	00 FB 00070 3\$:		RET		
			00 FB 00071 3\$:		CALLS	#0, ANLSFORMAT_FILE_ATTRIBUTES	: 1226

RMSINTER  
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RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DISPLAY - Display a F

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RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DISPLAY - Display a F

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	00006	CF		04	FB 0011F		CALLS	#4, ANL\$2INDEX_RECORD	
				01	04 00124		RET		
				01	DD 00125	14\$:	PUSHL	#1	
				18	C5 00129		PUSHL	#1	
50	65		FA00 C540	9F	0012D		MULL3	#24, KEY_LEVEL, R0	
				52	DD 00132		PUSHAB	CURRENT_STACK[R0]	
	0000G	CF		04	FB 00134		PUSHL	R2	
				04	00139		CALLS	#4, ANL\$2PRIMARY_DATA_RECORD	
							RET		
51	60	50	0000G	CF	00 0013A	15\$:	MOVL	ANL\$GL_FAT, R0	
		04		00	EF 0013F		EXTZV	#0, #4, (R0), R1	
		01		51	D1 00144		CMPL	R1 #1	
		6E	10	06	12 00147		BNEQ	16\$	
				A0	3C 00149		MOVZWL	16(R0), REC_DSC	
				10	11 0014D		BRB	17\$	
		02		51	D1 0014F	16\$:	CMPL	R1 #2	
				0F	1F 00152		BLSSU	18\$	
		03		51	D1 00154		CMPL	R1 #3	
				0A	1A 00157		BGTRU	18\$	
		6E		63	3C 00159		MOVZWL	(SP), REC_DSC	
		6E		02	CO 0015C		ADDL2	#2, REC_DSC	
	04	AE		53	DO 0015F	17\$:	MOVL	SP, REC_DSC+4	
				5E	DD 00163	18\$:	PUSHL	SP	
	0000G	CF		01	DD 00165		PUSHL	#1	
				02	FB 00167		CALLS	#2, ANL\$FORMAT_HEX	
				04	0016C		RET		
				01	DD 0016D	19\$:	PUSHL	#1	
50	65	65	FA00 C540	18	C5 00171		MULL3	#24, KEY_LEVEL, R0	
				52	9F 00175		PUSHAB	CURRENT_STACK[R0]	
	0000G	CF		04	DD 0017A		PUSHL	R2	
				04	FB 0017C		CALLS	#4, ANL\$2SIDR_RECORD	
				02	04 00181		RET		
				01	DD 00182	20\$:	PUSHL	#2	
				01	DD 00184		PUSHL	#1	
	0000G	CF		52	DD 00186		PUSHL	R2	
				03	FB 00188		CALLS	#3, ANL\$2SIDR_POINTER	
				04	0018D		RET		
50	65	65	FA00 C540	18	C5 0018E	21\$:	MULL3	#24, KEY_LEVEL, R0	
	50	50	FA00 C540	9E	00192		MOVAB	CURRENT_STACK[R0], R0	
50	OC	A0		08	A0 C1 00198		ADDL3	8(R0), T2(R0), R0	
		7E		01	7D 0019E		MOVO	#1, -(SP)	
		7E	OC	A3	9A 001A1		MOVZBL	12(SP), -(SP)	
		01		00	EF 001A5		EXTZV	#0, #1, 16(R0), -(SP)	
		7E	01	A3	9A 001AB		MOVZBL	1(SP), -(SP)	
7E	10	A0		52	DD 001AF		PUSHL	R2	
	0000G	CF		06	FB 001B1		CALLS	#6, ANL\$3BUCKET_HEADER	
				04	001B6		RET		
				01	DD 001B7	22\$:	PUSHL	#1	
				01	DD 001B9		PUSHL	#1	
50	65	65	FA00 C540	18	C5 001BB		MULL3	#24, KEY_LEVEL, R0	
				52	9F 001BF		PUSHAB	CURRENT_STACK[R0]	
	0000G	CF		04	DD 001C4		PUSHL	R2	
				04	FB 001C6		CALLS	#4, ANL\$3INDEX_RECORD	
				01	04 001CB		RET		
				01	DD 001CC	23\$:	PUSHL	#1	
				01	DD 001CE		PUSHL	#1	

RMSINTER  
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RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_DISPLAY - Display a File Struct

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50	65	18	C5 001D0	MULL3	#24, KEY_LEVEL_R0	
		FA00 C540	9F 001D4	PUSHAB	CURRENT_STACK[R0]	
		52	DD 001D9	PUSHL	R2	
	0000G CF	04	FB 001D8	CALLS	#4, ANL\$3PRIMARY_DATA_RECORD	
		04	001E0	RET		
50	65	18	C5 001E1	24\$:	MULL3	
		FA00 C540	9F 001E5	PUSHAB	#24, KEY_LEVEL_R0	
		52	DD 001EA	PUSHL	CURRENT_STACK[R0]	
	0000G CF	01	DD 001EC	PUSHL	R2	
		03	FB 001EE	CALLS	#1	
		04	001F3	RET	#3, ANL\$3FORMAT_DATA_BYTES	
		01	DD 001F4	25\$:	PUSHL	
		01	DD 001F6	PUSHL	#1	
50	65	18	C5 001F8	MULL3	#1	
		FA00 C540	9F 001FC	PUSHAB	#24, KEY_LEVEL_R0	
	0000G CF	52	DD 00201	PUSHL	CURRENT_STACK[R0]	
		04	FB 00203	CALLS	R2	
		04	00208	RET	#4, ANL\$3SIDR_RECORD	
		02	DD 00209	26\$:	PUSHL	
		01	DD 0020B	PUSHL	#2	
	0000G CF	52	DD 0020D	PUSHL	#1	
		03	FB 0020F	CALLS	R2	
		04	00214	RET	#3, ANL\$3SIDR_POINTER	
	7E	01	7D 00215	27\$:	MOVO	#1, -(SP)
		52	DD 00218	PUSHL	R2	
	0000G CF	03	FB 0021A	CALLS	#3, ANL\$3RECLAIMED_BUCKET_HEADER	
		04	0021F	RET		

; Routine Size: 544 bytes, Routine Base: \$CODE\$ + 0361

```
903 1401 1 %sbttl 'ANL$INTERACTIVE_DOWN - Handle DOWN Command'
904 1402 1 ++
905 1403 1 Functional Description:
906 1404 1 This routine handles the interactive DOWN command. It is responsible
907 1405 1 for determining the path that the user wants to take, and constructing
908 1406 1 a BSD that describes the resulting structure.
909 1407 1
910 1408 1 Formal Parameters:
911 1409 1     path      Address of descriptor of desired path name.
912 1410 1     current_bsd  Address of BSD describing current structure.
913 1411 1     down_bsd   Address of BSD to fill in with the down structure.
914 1412 1     new_Level  The stack level of the BSD to fill.
915 1413 1
916 1414 1 Implicit Inputs:
917 1415 1     global data
918 1416 1
919 1417 1 Implicit Outputs:
920 1418 1     global data
921 1419 1
922 1420 1 Returned Value:
923 1421 1     True if there is a down structure, false if not.
924 1422 1
925 1423 1 Side Effects:
926 1424 1
927 1425 1 !--
928 1426 1
929 1427 1
930 1428 2 global routine anl$interactive_down(path,current_bsd,down_bsd,new_level) = begin
931 1429 2
932 1430 2 bind
933 1431 2     path_dsc = .path: descriptor,
934 1432 2     c = .current_bsd: bsd,
935 1433 2     d = .down_bsd: bsd;
936 1434 2
937 1435 2 local
938 1436 2     i: long, j: long,
939 1437 2     path_index: long,
940 1438 2     cp: ref block[byte],
941 1439 2     hp: ref block[byte],
942 1440 2     sp: ref block[byte];
943 1441 2
944 1442 2
945 1443 2 ! Establish the condition handler for drastic structure errors.
946 1444 2
947 1445 2 lib$establish(anl$unwind_handler);
948 1446 2
949 1447 2 ! The first thing we need to check is whether there are any possible
950 1448 2 paths down from the current structure. If not, that's an error.
951 1449 2
952 1450 3 if .structure_table[.c[bsd$w_type],1] eqiu 0 then (
953 1451 3     signal (anlrms$_nodown);
954 1452 3     return false;
955 1453 3
956 1454 3
957 1455 3 ! Now, if the user has entered the command DOWN ?, or has not entered
958 1456 3 any path name at all and there is more than one way down, we need to
959 1457 3 ! display a list of possible paths.
```

```
960 1458 2 if (.path_dsc[len] gequ 1 and ch$rchar(.path_dsc[ptr]) eqiu '?') or
961 1459 2   (.path_dsc[len] eqiu 0 and .structure_table[e.c[bsd$w_type],2] nequ 0) then (
962 1460 3     signal (anlrms$downhelp);
963 1461 3     incr i from 1 to 3 do
964 1462 3       if (j = .structure_table[e.c[bsd$w_type],.i]) nequ 0 then
965 1463 3         signal (anlrms$downpath,2,.path_table[j].path_name,.path_table[j].path_text);
966 1464 3       return false;
967 1465 3   );
968 1466 3
969 1467 3
970 1468 2   ! Now, if the user has entered a path name, we need to figure which path
971 1469 2   ! they have specified. If they didn't enter one, we know at this point
972 1470 2   ! that there is only one way down.
973 1471 2
974 1472 2   if .path_dsc[len] gtru 0 then (
975 1473 3     local
976 1474 3       length: long;
977 1475 3
978 1476 3       ! Now loop through the down paths specified by this structure entry.
979 1477 3       ! We are looking for a path name that matches what the user entered.
980 1478 3
981 1479 3       path_index = 0;
982 1480 3       incr i from 1 to 3 do
983 1481 4         if (j = .structure_table[e.c[bsd$w_type],.i]) nequ 0 then (
984 1482 4           bind
985 1483 4             a_path_name = .path_table[j].path_name;
986 1484 4             length = minu(ch$rchar(a_path_name),.path_dsc[len]);
987 1485 5             if ch$eqi(length,.path_dsc[ptr], .length,a_path_name+1,' ') then (
988 1486 5               path_index = j;
989 1487 5             exitloop;
990 1488 4           );
991 1489 3         );
992 1490 3
993 1491 2   ) else
994 1492 2     path_index = .structure_table[e.c[bsd$w_type],1];
```

```
996 1493 2 ! Let's set up a pointer to the current structure. Also we sometimes need
997 1494 2 ! one to the bucket header.
998 1495 2
999 1496 2 cp = .c[bsd$l_bufptr] + .c[bsd$l_offset];
1000 1497 2 hp = .c[bsd$l_bufptr];
1001 1498 2
1002 1499 2 ! OK, now we can case on the path routine number and actually effect
1003 1500 2 ! the downward movement. We are to fill in the down bsd with a description
1004 1501 2 ! of the resulting structure. The BSD type is specified in the path table.
1005 1502 2
1006 1503 2 init_bsd(d);
1007 1504 2 d[bsd$w_type] = .path_table[.path_index,path_result];
1008 1505 2
1009 1506 2 case .path_table[.path_index,path_routine] from 0 to 22 of set
1010 1507 2
1011 1508 2 [0]: ! If the path_index wasn't set to a valid path number, then the
1012 1509 2 ! user must have entered a bad path name.
1013 1510 2
1014 1511 3 (signal (anlrms$_badpath));
1015 1512 2 return false;;
1016 1513 2
1017 1514 2
1018 1515 2 [1]: ! Downward path 1 is from the file header to the RMS attribute
1019 1516 2 ! area. All we need to fill in is the type, which was done above.
1020 1517 2
1021 1518 2 :
1022 1519 2
1023 1520 2
1024 1521 2 [2]: ! Downward path 2 is from the RMS attribute area to the actual
1025 1522 2 ! blocks of the file. The structure type depends on file organization.
1026 1523 2 ! If it's a sequential file, we have to check that there are
1027 1524 2 ! any records at all.
1028 1525 2
1029 1526 3 (d[bsd$w_type] =
1030 1527 4    ?selectoneu .anl$gl_fat[fat$w_fileorg] of set
1031 1528 4
1032 1529 5    [fat$w_sequential]: (if .anl$gl_fat[fat$w_efblk] eqiu 1 and
1033 1530 6        .anl$gl_fat[fat$w_ffbyte] eqiu 0 then (
1034 1531 6        signal (anlrms$_norecs);
1035 1532 6        return false;
1036 1533 5      );
1037 1534 4      );
1038 1535 4
1039 1536 4    [fat$w_relative]: 4;
1040 1537 4
1041 1538 4    [fat$w_indexed]: 7;
1042 1539 3    tes);
1043 1540 3    d[bsd$w_size] = 1;
1044 1541 2    d[bsd$w_vbn] = 1;};

1045 1542 2
1046 1543 2 [3]: ! Downward path 3 is from a relative file prolog to its first
1047 1544 2 ! data bucket. There may not be any.
1048 1545 2
1049 1546 3 if .anl$gl_fat[fat$w_hiblk]-1 lssu .anl$gl_fat[fat$w_bktsize] then (
1050 1547 3        signal (anlrms$_norecs);
1051 1548 3        return false;
1052 1549 3    ) else {
```

```
1053      1550 3          d[bsd$w_size] = .anl$gl_fat[fat$b_bktsize];
1054      1551 3          d[bsd$l_vbn] = .cp[plg$w_dvbn];
1055      1552 2          );
1056      1553 2
1057      1554 2
1058      1555 2 [4]:   : Downward path 4 is from a relative file bucket to the first
1059      1556 2           : first cell in the bucket.
1060      1557 2
1061      1558 3          (d[bsd$w_size] = .c[bsd$w_size];
1062      1559 2          d[bsd$l_vbn] = .c[bsd$l_vbn]);;
1063      1560 2
1064      1561 2
1065      1562 2 [5]:   : Downward path 5 is from an indexed file prolog to the first
1066      1563 2           : area descriptor.
1067      1564 2
1068      1565 3          (d[bsd$w_size] = 1;
1069      1566 2          d[bsd$l_vbn] = .cp[plg$b_avbn]);;
1070      1567 2
1071      1568 2
1072      1569 2 [6]:   : Downward path 6 is from an indexed file prolog to the first
1073      1570 2           : key descriptor. We need to remember the stack level of the
1074      1571 2           : BSD we are creating, because lots of other folks need to get
1075      1572 2           : at the key descriptor.
1076      1573 2
1077      1574 3          (d[bsd$w_size] = 1;
1078      1575 2          d[bsd$l_vbn] = 1;
1079      1576 2          key_level = .new_level);
1080      1577 2
1081      1578 2
1082      1579 2 [7]:   : Downward path 7 is from an indexed file key descriptor to either
1083      1580 2           : the primary or secondary index buckets. We must distinguish
1084      1581 2           : between prolog 2 and 3 files and worry about uninitialized indexes.
1085      1582 2
1086      1583 3          if .cp[key$v_initidx] then (
1087      1584 3              signal (anlrms$_uninitindex);
1088      1585 3              return false;
1089      1586 3          ) else {
1090      1587 4              d[bsd$w_type] = (if .anl$w_prolog eqiu plg$c_ver_3 then
1091      1588 4                  if .cp[key$b_keyref] eqiu 0 then 20 else 21
1092      1589 4                  else
1093      1590 3                      if .cp[key$b_idxbktsz] eqiu 0 then 10 else 11);
1094      1591 3              d[bsd$w_size] = .cp[key$b_idxbktsz];
1095      1592 3              d[bsd$l_vbn] = .cp[key$l_footvbn];
1096      1593 2          );
1097      1594 2
1098      1595 2
1099      1596 2 [8]:   : Downward path 8 is from an indexed file key descriptor to either
1100      1597 2           : the primary or secondary data buckets. We must distinguish
1101      1598 2           : between prolog 2 and 3 files and worry about uninitialized indexes.
1102      1599 2
1103      1600 3          if .cp[key$v_initidx] then (
1104      1601 3              signal (anlrms$_uninitindex);
1105      1602 3              return false;
1106      1603 3          ) else {
1107      1604 4              d[bsd$w_type] = (if .anl$gw_prolog eqiu plg$c_ver_3 then
1108      1605 4                  if .cp[key$b_keyref] eqiu 0 then 22 else 23
1109      1606 4                  else
```

```
1110      1607      if .cp[key$b_keyref] eqiu 0 then 12 else 13);  
1111      1608      d[bsd$w_size] = .cp[key$b_datbktsz];  
1112      1609      d[bsd$l_vbn] = .cp[key$l_dvbn];  
1113      1610      );  
1114      1611  
1115      1612  
1116      1613 [9]: ! Downward path 9 is from an index file index bucket to the first  
1117      1614 ! index entry in the bucket. This is for prolog 2.  
1118      1615  
1119      1616      (d[bsd$w_type] = (if .c[bsd$w_type] eqiu 10 then 14 else 15);  
1120      1617      d[bsd$w_size] = .c[bsd$w_size];  
1121      1618      d[bsd$l_vbn] = .c[bsd$l_vbn];  
1122      1619      d[bsd$l_offset] = bkt$c_overhdsz);  
1123      1620  
1124      1621 [10]: ! Downward path 10 is from a primary or secondary index record to  
1125      1622 ! the index or data bucket pointed to by it. This is for prolog 2.  
1126      1623  
1127      1624 (if .hp[bkt$b_level] gequ 2 then {  
1128      1625  
1129      1626      ! The next lower level is another index bucket. Set the  
1130      1627      ! type according to whether it's primary or secondary.  
1131      1628      ! Set the size the same as the current index bucket.  
1132      1629  
1133      1630      d[bsd$w_type] = (if .c[bsd$w_type] eqiu 14 then 10 else 11);  
1134      1631      d[bsd$w_size] = .c[bsd$w_size];  
1135      1632 ) else {  
1136      1633      ! The next lower level is the data buckets. Set the type  
1137      1634      ! according to whether it's a primary or secondary bucket.  
1138      1635      ! The size has to be found from the key descriptor.  
1139      1636      ! The size has to be found from the key descriptor.  
1140      1637      d[bsd$w_type] = (if .c[bsd$w_type] eqiu 14 then 12 else 13);  
1141      1638      begin  
1142      1639      bind  
1143      1640      k = current_stack[key.level,0,0,0]: bsd,  
1144      1641      kp = .k[bsd$l_bufptr] + .k[bsd$l_offset]: block[,byte];  
1145      1642      d[bsd$w_size] = .kp[key$b_datbktsz];  
1146      1643      end;  
1147      1644 ):  
1148      1645      ! Now we set up the VBN of the downward structure by looking in the  
1149      1646      ! index record.  
1150      1647      d[bsd$l_vbn] = (case .cp[irc$y_ptrsz] from 0 to 2 of set  
1151      1648      [0]: .cp[1,0,16,0];  
1152      1649      [1]: .cp[1,0,24,0];  
1153      1650      [2]: .cp[1,0,32,0];  
1154      1651      tes);  
1155      1652      d[bsd$l_offset] = 0;};  
1156      1653  
1157      1654  
1158      1655  
1159      1656  
1160      1657 [11]: ! Downward path 11 is from a primary data bucket to the first record  
1161      1658 ! in the bucket. There might not be any.  
1162      1659  
1163      1660 if .hp[bkt$c_freespace] eqiu bkt$c_overhdsz then {  
1164      1661  
1165      1662  
1166      1663
```

```
1167      1664      signal (anlrms$_emptybkt);
1168      1665      return false;
1169      1666      ) else {
1170      1667      d[bsd$w_size] = .c[bsd$w_size];
1171      1668      d[bsd$l_vbn] = .c[bsd$l_vbn];
1172      1669      d[bsd$l_offset] = bkt$c_overhsz;
1173      1670      );
1174      1671
1175      1672
1176      1673 [12]: ! Downward path 12 is from a primary data record to the actual
1177      1674 ! record bytes. They may not exist. This is for prolog 2.
1178      1675
1179      1676      if .cp[irc$v_deleted] or .cp[irc$v_rrv] then (
1180      1677          signal (anlrms$_nodata);
1181      1678          return false;
1182      1679      ) else {
1183      1680          d[bsd$w_size] = .c[bsd$w_size];
1184      1681          d[bsd$l_vbn] = .c[bsd$l_vbn];
1185      1682          d[bsd$l_offset] = .c[bsd$l_offset] +
1186      1683              i +
1187      1684                  i +
1188      1685                      (if .cp[irc$v_noptrs] then 0 else .cp[irc$v_ptrsz]+3);
1189      1686      );
1190      1687
1191      1688
1192      1689 [13]: ! Downward path 13 is from a primary data record to the data bucket
1193      1690 ! pointed at by the RRV. The pointer may not exist. This is for
1194      1691 ! prolog 2.
1195      1692
1196      1693      if .cp[irc$v_noptrs] then (
1197      1694          signal (anlrms$_norrv);
1198      1695          return false;
1199      1696      ) else {
1200      1697          d[bsd$w_size] = .c[bsd$w_size];
1201      1698          d[bsd$l_vbn] = (case .cp[irc$v_ptrsz] from 0 to 2 of set
1202      1699              [0]: .cp[3,0,16,0];
1203      1700              [1]: .cp[3,0,24,0];
1204      1701              [2]: .cp[3,0,32,0];
1205      1702                  tes);
1206      1703      );
1207      1704
1208      1705
1209      1706 [14]: ! Downward path 14 is from a secondary data bucket to the first record
1210      1707 ! in the bucket. The data bucket can be empty.
1211      1708
1212      1709      if .hp[bkt$w_freespace] eqiu bkt$c_overhsz then (
1213      1710          signal (anlrms$_emptybkt);
1214      1711          return false;
1215      1712      ) else {
1216      1713          d[bsd$w_size] = .c[bsd$w_size];
1217      1714          d[bsd$l_vbn] = .c[bsd$l_vbn];
1218      1715          d[bsd$l_offset] = bkt$c_overhsz;
1219      1716      );
1220      1717
1221      1718
1222      1719 [15]: ! Downward path 15 is from a SIDR record to the first pointer in the
1223      1720 ! pointer array. We have to get the key length to figure out where
```

```
1224      1721 2      | the first pointer is. The work longword in the BSD must be
1225      1722 2      | initialized to the number of pointer bytes so people can tell
1226      1723 2      | where they end. This is for prolog 2.
1227      1724 2
1228      1725 3      (d[bsd$w_size] = .c[bsd$w_size];
1229      1726 3      d[bsd$l_vbn] = .c[bsd$l_vbn];
1230      1727 3
1231      1728 4      begin
1232      1729 4      bind
1233      1730 4          k = current_stack[key_level,0,0,0]: bsd,
1234      1731 4          kp = .k[bsd$l_bufptr] + .k[bsd$l_offset]: block[,byte];
1235      1732 4
1236      1733 4          d[bsd$l_offset] = .c[bsd$l_offset] +
1237      1734 4              1 +
1238      1735 4              1 +
1239      1736 4              (if .cp[irc$v_noptrs] then 0 else 4) +
1240      1737 4              2 +
1241      1738 4              kp[key$b_keys];
1242      1739 4          d[bsd$l_work] = (if .cp[irc$v_noptrs] then .cp[2,0,16,0] else .cp[6,0,16,0]) -
1243      1740 4              .kp[key$b_keys];
1244      1741 2      end);
1245      1742 2
1246      1743 2
1247      1744 2 [16]: | Downward path 16 is from an index bucket to the first index
1248      1745 2      | entry in the bucket. We must set the work longword to zero to
1249      1746 2      | indicate we are on the zeroth record. This is for prolog 3.
1250      1747 2
1251      1748 3      (d[bsd$w_type] = (if .c[bsd$w_type] eqiu 20 then 24 else 25);
1252      1749 3      d[bsd$w_size] = .c[bsd$w_size];
1253      1750 3      d[bsd$l_vbn] = .c[bsd$l_vbn];
1254      1751 3      d[bsd$l_offset] = bkt$c_overhdsz;
1255      1752 2      d[bsd$l_work] = 0);
1256      1753 2
1257      1754 2
1258      1755 2 [17]: | Downward path 17 is from a primary or secondary index record to
1259      1756 2      | the index or data bucket pointed to by it. This is for prolog 3.
1260      1757 2
1261      1758 4      (if .hp[bkt$b_level] gequ 2 then (
1262      1759 4
1263      1760 4          ! The next lower level is another index bucket. Set the
1264      1761 4          ! type according to whether it's primary or secondary.
1265      1762 4          ! Set the size the same as the current index bucket.
1266      1763 4
1267      1764 4          d[bsd$w_type] = (if .c[bsd$w_type] eqiu 24 then 20 else 21);
1268      1765 4          d[bsd$w_size] = .c[bsd$w_size];
1269      1766 4      ) else (
1270      1767 4
1271      1768 4          ! The next lower level is the data buckets. Set the type
1272      1769 4          ! according to whether it's a primary or secondary bucket.
1273      1770 4          ! The size has to be found from the key descriptor.
1274      1771 4
1275      1772 4          d[bsd$w_type] = (if .c[bsd$w_type] eqiu 24 then 22 else 23);
1276      1773 4
1277      1774 5      begin
1278      1775 5      bind
1279      1776 5          k = current_stack[key_level,0,0,0]: bsd,
1280      1777 5          kp = .k[bsd$l_bufptr] + .k[bsd$l_offset]: block[,byte];
```

```
1281      1778 5
1282      1779 5
1283      1780 4
1284      1781 3
1285      1782 3
1286      1783 3
1287      1784 3
1288      1785 3
1289      1786 3
1290      1787 3
1291      1788 4
1292      1789 4
1293      1790 4
1294      1791 4
1295      1792 3
1296      1793 2
1297      1794 2
1298      1795 2
1299      1796 2
1300      1797 2
1301      1798 2
1302      1799 3
1303      1800 3
1304      1801 3
1305      1802 3
1306      1803 3
1307      1804 3
1308      1805 3
1309      1806 3
1310      1807 3
1311      1808 3
1312      1809 3
1313      1810 3
1314      1811 2
1315      1812 2
1316      1813 2
1317      1814 2
1318      1815 2
1319      1816 2
1320      1817 2
1321      1818 3
1322      1819 3
1323      1820 3
1324      1821 3
1325      1822 3
1326      1823 4
1327      1824 4
1328      1825 4
1329      1826 4
1330      1827 3
1331      1828 2
1332      1829 2
1333      1830 2
1334      1831 2
1335      1832 2
1336      1833 2
1337      1834 2

      d[bsd$w_size] = .kp[key$b_datbktsz];
      end;
    );
    ! Now we set up the VBN of the downward structure by looking in the
    ! VBN list and extracting the appropriate VBN.  The work longword
    ! in the BSD tells us which key we are on.
    sp = (.c[bsd$l_endptr]-4) - (.c[bsd$l_work]+1) * (.hp[bkt$v_ptr_sz]+2);
    d[bsd$l_vbn] = (case .hp[bkt$v_ptr_sz] from 0 to 2 of set
                      [0]:   .sp[0,0,16,0];
                      [1]:   .sp[0,0,24,0];
                      [2]:   .sp[0,0,32,0];
                      tes);
    d[bsd$l_offset] = 0;
  }

[18]: ! Downward path 18 is from a primary data record to the actual
      ! data bytes.  They may not exist.  This is for prolog 3.
      if .cp[irc$v_deleted] or .cp[irc$v_ru_delete] or .cp[irc$v_rrv] then (
        signal (anlrms$nodata);
        return false;
      ) else (
        ! The BSD for the data bytes is identical to that for the
        ! complete record, because we need all the record information
        ! to display the bytes.
        d[bsd$w_size] = .c[bsd$w_size];
        d[bsd$l_vbn] = .c[bsd$l_vbn];
        d[bsd$l_offset] = .c[bsd$l_offset];
      );

[19]: ! Downward path 19 is from a primary data record to the data bucket
      ! pointed at by the RRV.  The pointer may not exist.  This is for
      ! prolog 3.
      if .cp[irc$v_noptrs] then (
        signal (anlrms$norrv);
        return false;
      ) else (
        d[bsd$w_size] = .c[bsd$w_size];
        d[bsd$l_vbn] = (case .cp[irc$v_ptrsz] from 0 to 2 of set
                          [0]:   .cp[5,0,16,0];
                          [1]:   .cp[5,0,24,0];
                          [2]:   .cp[5,0,32,0];
                          tes);
      );
    );

[20]: ! AVAILABLE FOR FUTURE USE.
```

```
1338 1835 2
1339 1836 2 [21]: | Downward path 21 is from a prolog 3 SIDR record to the first
1340 1837 2 | pointer in the pointer array. We have to determine the key
1341 1838 2 | length in order to figure out where the first pointer starts.
1342 1839 2 | The work longword in the BSD must be initialized to the
1343 1840 2 | number of pointer bytes so the end of the SIDR record can be
1344 1841 2 | found.
1345 1842 2
1346 1843 2     (d[bsd$w_size] = .c[bsd$w_size];
1347 1844 2     d[bsd$l_vbn] = .c[bsd$l_vbn];
1348 1845 2
1349 1846 4 begin
1350 1847 4 bind
1351 1848 4     k = current_stack[.key_level,0,0,0]: bsd,
1352 1849 4     kp = .k[bsd$l_bufptr] + .k[bsd$l_offset]: block[,byte];
1353 1850 4
1354 1851 4 local
1355 1852 4     key_length: long;
1356 1853 4
1357 1854 5     key_length = (if .kp[key$v_key_compr] then
1358 1855 5             .cp[2,0,8,0] + irc$C_keycmpovh
1359 1856 5         else
1360 1857 4             .kp[key$b_keysz]);
1361 1858 4     d[bsd$l_offset] = .c[bsd$l_offset] +
1362 1859 4         2 +
1363 1860 4         .key_length;
1364 1861 4     d[bsd$l_work] = .cp[0,0,16,0] -
1365 1862 4         .key_length;
1366 1863 2 end;;
1367 1864 2
1368 1865 2
1369 1866 2 [22]: | Downward path 22 is from an area descriptor to the first reclaimed
1370 1867 2 | bucket on the available list (if any). This works for both prologs.
1371 1868 2
1372 1869 2     if .cp[area$l_avail] eglu 0 then (
1373 1870 2         signal(anlrms$_noreclaimed);
1374 1871 2         return false;
1375 1872 2     ) else (
1376 1873 2         d[bsd$w_size] = .cp[area$b_arbktsz];
1377 1874 2         d[bsd$l_vbn] = .cp[area$l_avail];
1378 1875 2     );
1379 1876 2 tes;
1380 1877 2
1381 1878 2     ! Now we can read in the bucket which was set up.
1382 1879 2
1383 1880 2     anl$bucket(d,.c[bsd$l_vbn]);
1384 1881 2
1385 1882 2     return true;
1386 1883 2
1387 1884 1 end;
```

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DOWN - Handle DOWN Command

M 15  
16-Sep-1984 00:06:39  
14-Sep-1984 11:53:01

VAX-11 Bliss-32 V4.0-742  
[ANALYZ.SRC]RMSINTER.B32:1

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RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DOWN - Handle DOWN Command

N 15

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RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_DOWN - Handle DOWN Command

B 16  
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RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DOWN - Handle DOWN Command

C 16  
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RMSINTER  
V04-000RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_DOWN - Handle DOWN CommandD 16  
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50	66	02	00	EF	002EC	62\$:	EXTZV	#0, #2, (CP), R0			
		50	03	CO	002F1		ADDL2	#3, R0			
	08	A8	02	A04B	9E	002F4	63\$:	MOVAB	2(R0)[R11], 8(R8)		
	09	66	44	11	002FA		BRB	74\$			
			04	E1	002FC	64\$:	BBC	#4, (CP), 67\$			
		00000000G	8F	DD	00300	65\$:	PUSHL	#ANLRMSS_NORRV			
			01D0	31	00306	66\$:	BRW	112\$			
51	66	02	A9	B0	00309	67\$:	MOVW	2(R9), 2(R8)			
	02	02	00	EF	0030E		EXTZV	#0, #2, (CP), R1			
	00	00	51	CF	00313		CASEL	R1, #0, #2			
	0014	000C	0006		00317	68\$:	.WORD	69\$-68\$,- 70\$-68\$,- 71\$-68\$			
		50	03	A6	3C	0031D	69\$:	MOVZWL	3(CP), R0		
50	03	A6	18	OC	11	00321		BRB	72\$		
			00	EF	00323	70\$:	EXTZV	#0, #24, 3(CP), R0			
		50	03	04	11	00329		BRB	72\$		
			0158	D0	0032B	71\$:	MOVL	3(CP), R0			
	02	A8	02	A6	31	0032F	72\$:	BRW	105\$		
	04	A8	04	A9	30	00332	73\$:	MOVW	2(R9), 2(R8)		
	08	A8		A9	D0	00337		MOVL	4(R9), 4(R8)		
			OE	D0	0033C		MOVL	#14, 8(R8)			
			6B	11	00340	74\$:	BRB	83\$			
		02	A8	02	A9	80	00342	75\$:	MOVW	2(R9), 2(R8)	
	04	A8	04	A9	D0	00347		MOVL	4(R9), 4(R8)		
50	0000	CF	18	C5	0034C		MULL3	#24, KEY LEVEL, R0			
50	0000	50	0000'CF40	9E	00352		MOVAB	[CURRENT STACK[R0]], R0			
50	0C	A0	08	A0	C1	00358	ADDL3	8(R0), T2(R0), R0			
04	66		04	E1	0035E		BBC	#4, (CP), 76\$			
			51	D4	00362		CLRL	R1			
			03	11	00364		BRB	77\$			
52	51	51	04	DO	00366	76\$:	MOVL	#4, R1			
	5B	51	51	C1	00369	77\$:	ADDL3	R1, R11, R2			
	51	14	A0	9A	0036D		MOVZBL	20(R0), R1			
	08	A8	04	A142	9E	00371	MOVAB	4(R1)[R2], 8(R8)			
06	66	06	04	E1	00377		BBC	#4, (CP), 78\$			
	50	50	02	A6	3C	0037B	MOVZWL	2(CP), R0			
			04	11	0037F		BRB	79\$			
14	A8	50	06	A6	3C	00381	78\$:	MOVZWL	6(CP), R0		
		50	51	C3	00385	79\$:	SUBL3	R1, R0, 20(R8)			
			21	11	0038A		BRB	83\$			
		14	5A	B1	0038C	80\$:	CMPW	R10, #20			
			05	12	0038F		BNEQ	81\$			
		50	18	D0	00391		MOVL	#24, R0			
			03	11	00394		BRB	82\$			
		50	19	D0	00396	81\$:	MOVL	#25, R0			
	68	50	50	B0	00399	82\$:	MOVW	R0, (R8)			
	02	A8	02	A9	B0	0039C	MOVW	2(R9), 2(R8)			
	04	A8	04	A9	D0	003A1	MOVL	4(R9), 4(R8)			
	08	A8		OE	D0	003A6	MOVL	#14, 8(R8)			
			14	A8	D4	003AA	CLRL	20(R8)			
			013C	31	003AD	83\$:	BRW	114\$			
50	6E	02	0C	C1	003B0	84\$:	ADDL3	#12, HP R0			
		60	91	003B4			CMPB	(R0), #2			
		17	1F	003B7			BLSSU	87\$			
		18	5A	B1	003B9		CMPW	R10, #24			
			05	12	003BC		BNEQ	85\$			

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DOWN - Handle DOWN Command

E 16  
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RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANLSINTERACTIVE\_DOWN - Handle DOWN Command

F

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14-Sep-1984 11:53:01

VAX-11 Bliss-32 V4.0-742  
[ANALYZ.SRC]RMSINTER.B32;1

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; Routine Size: 1277 bytes, Routine Base: \$CODE\$ + 0581

```
1389 1885 1 %sbttl 'ANL$INTERACTIVE_DUMP - Dump a Block in Hex'
1390 1886 1 ++
1391 1887 1 Functional Description:
1392 1888 1 This routine handles the interactive DUMP command, which allows the
1393 1889 1 user to dump a single virtual block in hex.
1394 1890 1
1395 1891 1 Formal Parameters:
1396 1892 1 argument A descriptor of the argument supplied by the user.
1397 1893 1 It should be the VBN of the block to be dumped.
1398 1894 1
1399 1895 1 Implicit Inputs:
1400 1896 1 global data
1401 1897 1
1402 1898 1 Implicit Outputs:
1403 1899 1 global data
1404 1900 1
1405 1901 1 Returned Value:
1406 1902 1 none
1407 1903 1
1408 1904 1 Side Effects:
1409 1905 1
1410 1906 1 --
1411 1907 1
1412 1908 1
1413 1909 2 global routine anl$interactive_dump(argument): novalue = begin
1414 1910 2
1415 1911 2 bind argument_dsc = .argument: descriptor;
1416 1912 2
1417 1913 2 local
1418 1914 2 status: long,
1419 1915 2 vbn: long,
1420 1916 2 b: bsd;
1421 1917 2
1422 1918 2
1423 1919 2
1424 1920 2 ! Begin by converting the user's argument to a longword. If it won't convert,
1425 1921 2 ! tell the user and quit.
1426 1922 2
1427 1923 2 status = anl$internalize_number(argument_dsc,vbn);
1428 1924 2 if not .status then (
1429 1925 2 signal (anlrms$_badvbn);
1430 1926 2 return;
1431 1927 2 );
1432 1928 2
1433 1929 2 ! Now let's constrain the VBN to within the limits of the file. Because of
1434 1930 2 a stupidity in RMS block I/O, we have to constrain sequential files to
1435 1931 2 the end-of-file block, while the others only to the end of the allocation.
1436 1932 2
1437 1933 2 vbn = minul maxul(1,.vbn)
1438 1934 2 (if .anl$gl_fat[fat$v_fileorg] eqiu fat$c_sequential then
1439 1935 2 .anl$gl_fat[fat$l_efblk]
1440 1936 2 else .anl$gl_fat[fat$l_hiblk]));
1441 1937 2
1442 1938 2
1443 1939 2 ! Build a BSD describing the desired block and read it in.
1444 1940 2
1445 1941 2 init_bsd(b);
```

```

1446      2 b[bsd$w_size] = 1;
1447      2 b[bsd$1_vbn] = .vbn;
1448      2 anl$bucket(b,0);
1449
1450      2 : We can format the block in hex, and then free it up. We'll include a nice
1451      2 ! heading also.
1452
1453      2 anl$format_line(3,0,anlrms$_dumpheading,.vbn);
1454
1455      2 begin
1456      3 local
1457      3     block_dsc: descriptor;
1458
1459      3 build_descriptor(block_dsc,512,.b[bsd$1_bufptr]);
1460      3 anl$format_hex(1,block_dsc);
1461      2 end;
1462
1463      2 anl$bucket(b,-1);
1464
1465      2 return;
1466
1467      1 end;

```

				003C 00000	.ENTRY	ANL\$INTERACTIVE_DUMP, Save R2,R3,R4,R5	1909
		SE		24 C2 00002	SUBL2	#36, SP	1923
			04	5E DD 00005	PUSHL	SP	1923
	0000G	CF		AC DD 00007	PUSHL	ARGUMENT	1924
		OE		02 FB 0000A	CALLS	#2, ANL\$INTERNALIZE_NUMBER	1925
				50 E8 0000F	BLBS	STATUS, 1\$	1925
	00000000G	00	00000000G	8F DD 00012	PUSHL	#ANLRMSS BADVBN	1926
				01 FB 00018	CALLS	#1, LIB\$SIGNAL	1926
				04 0001F	RET		1933
		51		6E D0 00020	1\$: MOVL	VBN, R1	1933
				03 12 00023	BNEQ	2\$	
				01 D0 00025	MOVL	#1, R1	
		50	0000G	CF D0 00028	2\$: MOVL	ANL\$GL FAT, R0	1934
		8F		60 93 0002D	BITB	(R0), #240	1934
				06 12 00031	BNEQ	3\$	
				A0 D0 00033	MOVL	8(R0), R0	1935
		50	08	04 11 00037	BRB	4\$	
				A0 D0 00039	3\$: MOVL	4(R0), R0	1937
		50	04	51 D1 0003D	CMPL	R1, R0	1934
				03 1B 00040	4\$: BLEQU	5\$	
				50 D0 00042	MOVL	R0, R1	
		51		51 D0 00045	5\$: MOVL	R1, VBN	1933
18	00	6E		00 2C 00048	MOVCS	#0, (SP), #0, #24, B	1941
		6E		00 AE 0004D			
			OC	01 B0 0004F	MOVW	#1, B+2	1942
		OE	AE	6E D0 00053	MOVL	VBN, B+4	1943
		10	AE	7E D4 00057	CLRL	-(SP)	1944
				AE 9F 00059	PUSHAB	B	
	0000G	CF		02 FB 0005C	CALLS	#2, ANLSBUCKET	
				6E DD 00061	PUSHL	VBN	1949

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_DUMP - Dump a Block in Hex

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[ANALYZ.SRC]RMSINTER.B32;1

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	0000000G	8F	DD	00063	PUSHL	#ANLRMSS_DUMPHEADING
0000G	7E	03	7D	00069	MOVQ	#3, -(SP)
	CF	04	FB	0006C	CALLS	#4, ANLSFORMAT_LINE
04	AE	0200	8F	3C 00071	MOVZWL	#512, BLOCK_DSC
08	AE	18	AE	D0 00077	MOVL	B+12, BLOCK_DSC+4
		04	AE	9F 0007C	PUSHAB	BLOCK_DSC
0000G	CF		01	DD 0007F	PUSHL	#1
	7E		02	FB 00081	CALLS	#2, ANLSFORMAT_HEX
		10	01	CE 00086	MNEGL	#1, -(SP)
0000G	CF		02	FB 00089	PUSHAB	B
			04	00091	CALLS	#2, ANLSBUCKET
					RET	

; Routine Size: 146 bytes.    Routine Base: \$CODE\$ + 0A7E

```
: 1469      1 %sbttl 'ANL$INTERACTIVE_HELP - Handle the HELP Command'
: 1470      1 ++
: 1471      1 Functional Description:
: 1472      1   This routine is responsible for handling the interactive HELP command.
: 1473      1   All the work is done by LBR$OUTPUT_HELP.
: 1474      1
: 1475      1 Formal Parameters:
: 1476      1   arguments      A descriptor of the help keywords as entered by user.
: 1477      1
: 1478      1 Implicit Inputs:
: 1479      1   global data
: 1480      1
: 1481      1 Implicit Outputs:
: 1482      1   global data
: 1483      1
: 1484      1 Returned Value:
: 1485      1   none
: 1486      1
: 1487      1 Side Effects:
: 1488      1
: 1489      1 --+
: 1490      1
: 1491      1
: 1492      2 global routine anl$interactive_help(arguments): novalue = begin
: 1493      2
: 1494      2 bind
: 1495      2   arguments_dsc = .arguments: descriptor;
: 1496      2
: 1497      2 local
: 1498      2   status: long;
: 1499      2
: 1500      2
: 1501      2 ! Simply call the wonderful librarian to do the work.
: 1502      2
: 1503      2 status = lbr$output_help(lib$put_output,0,arguments_dsc,describe('ANLRMSHLP'),
: 1504      2                           0,lib$get_input);
: 1505      2 check (.status, .status);
: 1506      2
: 1507      2 return;
: 1508      2
: 1509      2 end;
```

## .PSECT SPLIT\$,NOWRT,NOEXE,2

50 4C 48 53 4D 52 4C 4E 41 0024C P.ABX:	.ASCII \ANLRMSHLP\	:
00255	.BLKB 3	:
00000009 00258 P.ABW:	.LONG 9	:
00000000 0025C	.ADDRESS P.ABX	

## .PSECT \$CODE\$,NOWRT,2

00000000G 00 0000 00000	.ENTRY ANL\$INTERACTIVE_HELP, Save nothing	: 1987
	PUSHAB LIB\$GET_INPUT	: 1998

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_HELP - Handle the HELP Command

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00000000G 00	7E D4 00008	CLRL -(SP)
04	CF 9F 0000A	PUSHAB P.ABW
	AC DD 0000E	PUSHL ARGUMENTS
00000000G 00	7E D4 00011	CLRL -(SP)
09	00 9F 00013	PUSHAB LIB\$PUT_OUTPUT
	06 FB 00019	CALLS #6, LBR\$OUTPUT_HELP
	50 E8 00020	BLBS STATUS, 1\$
00000000G 00	50 DD 00023	PUSHL STATUS
	01 FB 00025	CALLS #1, LIB\$SIGNAL
	04 0002C 1\$: RET	

: Routine Size: 45 bytes, Routine Base: \$CODE\$ + 0B10

: 1510 2005 1  
: 1511 2006 0 end eludom

.EXTRN LIB\$SIGNAL

#### PSECT SUMMARY

Name	Bytes	Attributes
\$OWNS	2744	NOVEC, WRT, RD, NOEXEC, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
SPLITS	608	NOVEC, NOWRT, RD, NOEXEC, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
\$CODE\$	2877	NOVEC, NOWRT, RD, EXEC, NOSHR, LCL, REL, CON, NOPIC, ALIGN(2)
-LIB\$KEY0\$	20	NOVEC, NOWRT, RD, EXEC, SHR, LCL, REL, CON, PIC, ALIGN(1)
-LIB\$STATES\$	152	NOVEC, NOWRT, RD, EXEC, SHR, LCL, REL, CON, PIC, ALIGN(1)
-LIB\$KEY1\$	50	NOVEC, NOWRT, RD, EXEC, SHR, LCL, REL, CON, PIC, ALIGN(1)

#### Library Statistics

File	Symbols			Pages Mapped	Processing Time
	Total	Loaded	Percent		
-\$255\$DUA28:[SYSLIB]LIB.L32;1	18619	60	0	1000	00:01.8
-\$255\$DUA28:[SYSLIB]TPAMAC.L32;1	42	25	59	14	00:00.1

#### COMMAND QUALIFIERS

BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LIS\$:RMSINTER/OBJ=OBJ\$:RMSINTER MSRC\$:RMSINTER/UPDATE=(ENH\$:RMSINTER)

: 1512 2007 0  
: Size: 2877 code + 3574 data bytes  
: Run Time: 01:08.1

RMSINTER  
V04-000

RMSINTER - Interactive Analysis Mode  
ANL\$INTERACTIVE\_HELP - Handle the HELP Command

L 16  
16-Sep-1984 00:06:39 VAX-11 Bliss-32 V4.0-742

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: Elapsed Time: 04:00.3  
: Lines/CPU Min: 1768  
: Lexemes/CPU-Min: 32462  
: Memory Used: 500 pages  
: Compilation Complete

0008 AH-BT13A-SE  
VAX/VMS V4.0

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RMSCKA

RMSFDL

RMSCHECKB

RMSINPUT

RMSMSG

RMSINTER  
LTS